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15TH ANNIVERSARY ISSUE
computer and video games
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FIRST M2 GAME!
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WORTH BUYING A PLAYSTATION FOR – AGAIN!
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16 PAGE ESSENTIAL GAMING JOURNAL
FREE POSTER!
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BRITAIN'S BEST-SELLING GAMES MAG!
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CRASH
BANDICOOT
THE DEFINITIVE REVIEW!
AND ME IN 3D
OUR BIRTHDAY CELEBRATIONS!!
Virtua Fighter 3
FIRST MOVES LIST AND PLAYERS GUIDE
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TOKYO GAME SHOW SPECIAL REPORT: THE HOTTEST NEW GAMES FROM JAPAN!



SOON MY MASTERPIECE WILL BE COMPLETE
THE FATHER WILL BE AVENGED
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
Pain will bring me closer to the father
PAIN WILL BRING ME CLOSER TO FATHER
THE SUPERHUMAN PISTON ATTACK HAS LEFT ME WEAK BUT I WILL CONTINUE THE FIGHT - THE QUEST MUST CONTINUE
THE FIGHT GOES
THE FIGHT GOES
THE FIGHT GOES ON
Beware Kazuya
鉄拳
FEEL NO PAIN
FEEL NO PAIN
FEEL NO PAIN
REVENGE
TEKKEN II HAS SHOWN THE WAY
TEKKEN II HAS SHOWN THE WAY
RAVE WAR II
a medal for each victory a medal for each victory a medal for each victory
I AM THE DEVIL SON KAZUYA
DEVIL SON
DEVIL SON
DEVIL SON
DEVIL SON
THE SINS OF



POLICE HUNT TATTOOED MANIAC
POLICE YESTERDAY LAUNCHED A NATIONWIDE HUNT FOR A MAN THEY DESCRIBED AS 'HIGHLY DANGEROUS'.
THE MAN, said to be in his late teens or early twenties, went berserk in a video game store, karate chopping machines before
The store manager said that the man had been playing Tekken2 on PlayStation, when he suddenly stripped to the waist – revealing his all-over body tattoos – screamed "Heihachi will avenge" before setting about his trail of destruction.
The public have been warned not to approach him.
NO, I'M MORE IN TENSE
THE MARK OF THE PISTON THE MARK OF THE PISTON PISTON PISTON
A MEDAL FOR EACH VICTORY
MY TROPHIES WILL SHOW MY COURAGE
HEIHACHI WILL AVENGE!
HEIHACHI WILL AVENGE!
HEIHACHI WILL AVENGE!
HEIHACHI WILL AVENGE!
HEIHACHI WILL AVENGE!
HEIHACHI WILL AVENGE
HEIHACHI WILL AVENGE
HEIHACHI WILL AVENGE!
the sins of the son will be visited
the sins of the son will be visited
the sins of the son will be visited
the sins of the son will be visited
the sins of the son will be visited
HEIHACHI WILL RETURN!
HEIHACHI WILL AVENGE
MY BRAVERY WILL BE REWARDED
MY BRAVERY WILL BE REWARDED
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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COMPUTER AND VIDEO GAMES #180 NOV 1996

## HAPPY BIRTHDAY PLAYSTATION AND COMPUTER & VIDEO GAMES. WOO HOO!



CONTENTS ✱ HOWDY DOODY TO YOODY! ✱

COVER FEATURE!

ARC P80

# Virtua Fighter 3

IT WAS IN THIS SPACE ONLY TWO MONTHS BACK. BUT NOW IT HAS ARRIVED AND IT IS THE BEST THING EVER SEEN!

PLUS – THE FIRST VF3 MOVES GUIDE IN FREEPLAY!

# 16 PAGE FREE PULL-OUT !!

## FREEPLAY

INCLUDING

THE LEGEND OF LOMAS

COMPUTER CABIN!

9-PAGE TIPS SECTION

A **DOUBLE-SIZED RETRO COMPUTER CABIN** FOR OUR BIRTHDAY ISSUE, THE ONLY **VF3 MOVES GUIDE** IN EXISTENCE, COMPLETE **MOVES FOR DIEHARD ARCADE**, YOUR JABBERINGS IN **FREEPLAY FAN**, THE **WORLDWIDE CHARTS**, YOUR **FANZINES**, DEPRESSING **NEWS** AND, AT LAST, SOME FLINKIN' **HIGHSCORES**!

VIRTUA FIGHTER 3 GUIDE.

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HE IS KNOWN ONLY AS... THE MASTER! AND HE HAS GATHERED US FOR AN AWESOME 14-PLAYER FRAG FEST!



HOT GAMES!

P88 **TOKYO GAME SHOW**

OUR HOT NEW GAMES SECTION IS HOTTER THAN EVER THIS MONTH, THANKS TO THIS SINGLE INCREDIBLE EVENT!



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WHEN PORSCHE RELEASED THEIR FIRST NEW CAR IN 19 YEARS, SONY SNAPPED UP THE GAMING RIGHTS!



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EASY REFERENCE TO EVERY GAME IN CVG.

# EDITORIAL


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## EVERYBODY TRUST CVG!

This month marks the anniversary of two special occasions. It has been exactly a year since I became the proud Editor of CVG. Much more importantly than that, it has been exactly fifteen years since CVG launched its first ever issue! Fifteen years! It might also interest you to know that CVG became the world's first magazine written solely for fans of computer games.





That's the little history lesson over (an even bigger one continues on page eight!). What I'd like to do here is to remind you that CVG is all about getting the most from your video games. This is why we go to great lengths each month to provide you with the best magazine possible. Hopefully you appreciate that we go for the best screenshots, and always aim to provide useful, and entertaining, text.

Above all though, it's necessary that you trust our opinion. We speak the truth, and nothing but! Sometimes we don't concur with popular opinion. But that's because popular opinion is often misguided. We're on your side, which makes us answerable to all of you too. One thing browsing through fifteen years has shown us, is how CVG readers always expect us to favour one system over another. Ahh, tradition!

**Paul Davies**

## CVG RATING SYSTEM

HIGH FIVE! HIGHEST CVG RECOMMENDATION



**5... EXCELLENT** — HIGH FIVE! Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

**4... VERY GOOD** — Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

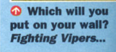
**3... GOOD** — These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

**2... PRETTY BAD** — There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

**1... VERY POOR** — An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.







Which will you put on your wall? *Fighting Vipers...*







Or *Tekken 2*? Our poster looks great either way round!



# WE ALL WORK ON CVGEEE, CVGEEEE......



## PAUL "IT'S MEEEE!" DAVIES

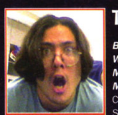
**EDITOR**

**CURRENT FAV GAMES:**
- Fighting Vipers
- SF Zero 2
- NiGHTS
- Virtua Fighter 3
- Suikoden
- Crash Bandicoot

**MY JOB IS...**

Making sure that everybody else enjoys doing theirs. Otherwise there wouldn't be a CVG.

**BIRTHDAY:** 14th February.
**WHERE I LIVE:** Angel Islington, London.
**MY SPECIAL ABILITIES:** Never snapping under pressure.
**MY ALL-TIME FAVOURITE GAMES:** Ghouls 'N' Ghosts, Super Ghouls 'N' Ghosts, Pac-Man, Super MarioWorld, Super MarioKart, Contra Spirits, Virtua Fighter 2, the Street Fighter games, Killer Gorilla, Gunstar Heroes, Resident Evil, Tempest 2000.
**MY LIKES:** Michiko, my family, tea, rain, everyone on CVG, apple pie and custard, wagon wheels.
**MY DON'T LIKES:** Stress, guns, celery, sick.
**MY FAVOURITE TV:** Kids', music, scientific stuff.
**MOST FAVOURITE FILM:** Robocop.
**TOP TUNES:** Dodgy old Heavy Metal, some J-Pops, Tom Guise reject stuff, 'classical', most genuine heartfelt stuff.
**FAVOURITE FOOD:** Sushi.
**MY HERO:** Mr Ashworth.
**MY FAVOURITE CLOTHING:** My raggedy "Fishbone" tour shirt.
**MY POWER-UP:** Hot tea and some biscuits.
**MY WEAKNESS:** Guilt about team suffering.
**WHAT I REALLY, REALLY WANT:** Everyone I know to be very happy.



## TOM "SORRY I'M LATE" GUISE

**DEP EDITOR**

**CURRENT FAV GAMES:**
- Virtua Fighter 3
- Wipeout 2097
- Quake
- Fighting Vipers
- Out Run
- SF Zero 2

**MY JOB IS...**

Being friends with everyone in the industry, writing the bits I want, giving Ed the bits I don't want, checking pages, providing a floor for Ed and Jaime to sleep on.

**BIRTHDAY:** 27th June.
**WHERE I LIVE:** Chalk Farm, London.
**MY SPECIAL ABILITIES:** Being a loveable jester.
**MY ALL-TIME FAVOURITE GAMES:** Elite, IK+, Archon 2, Chuckie Egg, Monsters (on Beeb), Sonic the Hedgehog, Super Hang On, Virtua Fighter, Virtua Racing, Gunstar Heroes, Dynamite Headdy, Mario Kart, Balderdash (board game), Tempest 2000.
**MY LIKES:** Girlie magazines, beer, clubbing, comics, a good read on the toilet, rum, Gentlemens Relish, Ed Lomas.
**MY DON'T LIKES:** Sultanas, pretentious people, the performance of my bowels, people impersonating me pushing up my specs.
**MY FAVOURITE TV:** Cheers, ER, Friends, Monkey, The Simpsons, Spiderman: Animated Series.
**MOST FAVOURITE FILM:** The Empire Strikes Back.
**TOP TUNES:** Orbital, Plastikman, Hardfloor, Eat Static, T-Power, William Orbit, Ken Ishii, Spicelab.
**FAVOURITE FOOD:** No.4 from Oriental House in Andover, ginger beer, real Italian pizza.
**MY HERO:** Sam Malone from Cheers.
**MY FAVOURITE CLOTHING:** My baggy Daniel Poole trousers.
**MY POWER-UP:** Beer, whisky, rum.
**MY WEAKNESS:** Sultanas (they make me cry), beautiful women (they make me cry).
**WHAT I REALLY, REALLY WANT:** Spiderman's abilities, a hypnotic ring, an island in the Pacific.



## ED "LUMLOCK" "LOMUNG" LOMAS

**STAFF WRITER**

**CURRENT FAV GAMES:**
- Virtua Fighter 3
- Quake
- Wipeout 2097
- Fighting Vipers
- SF Zero 2
- NiGHTS

**MY JOB IS...**

Writing reviews, previews, tips, and everything else. Answering the phone, taking screenshots, playing games, turning on the PC for Tom and Paul.

**BIRTHDAY:** 15th August.
**WHERE I LIVE:** Rochester, Kent (in a hobbit hole).
**MY SPECIAL ABILITIES:** Being at one with all games. They are my friends.
**MY ALL-TIME FAVOURITE GAMES:** Virtua Fighter series, Sonic series, Street Fighter series, Doom/Quake, Wipeout series, Micro Machines 2, Biplanes (Intellivision), Back To The Future 2 (Amiga), Balderdash (board game).
**MY LIKES:** Pink Floyd music, videogames, sweets, Coke, animals (that's why I don't eat them, Ben and Jerry's ice-cream, my job, people.
**MY DON'T LIKES:** My journey to work everyday, my journey home everyday, Revels, Meat, stupid people.
**MY FAVOURITE TV:** Beavis and Butthead, Chuckle Vision, The Ant and Dec Show, Let The Blood Run Free.
**MOST FAVOURITE FILM:** Pink Floyd: The Wall, The Breakfast Club, Star Wars.
**TOP TUNES:** Pink Floyd, game music, Tom's music, anything except dodgy R&B swing.
**FAVOURITE FOOD:** Minstrels, cheese omelette, chips and beans from the local chippy, my nan's macaroni cheese.
**MY HERO:** Dave Gilmour (from Pink Floyd), Tom Guise.
**MY FAVOURITE CLOTHING:** Pink Floyd shirts, Vans, jeans.
**MY POWER-UP:** Minstrels and Coke, a blast of Pink Floyd's Echoes..
**MY WEAKNESS:** Easily distracted.
**WHAT I REALLY, REALLY WANT:** I want to go to bed.



## PHIL "DO I?" DAWSON

**PET**

**CURRENT FAV GAMES:**
- Wipeout 2097
- Quake
- SF Zero 2
- Super Mario Kart
- Virtua Fighter 2
- Virtua Fighter 3

**MY JOB IS...**

Never properly explained to me, but I always get told off for not doing it. Going to the shops for food, organising freeplay on Virtua Fighter 3, annoying Jaime.

**BIRTHDAY:** 4th April.
**WHERE I LIVE:** Chigwell, Essex.
**MY SPECIAL ABILITIES:** Breaking things.
**MY ALL-TIME FAVOURITE GAMES:** F-Zero, Mario Kart, Street Fighter series, Virtua Fighter 1 and 2, Defender, Daytona USA, Quake.
**MY LIKES:** Women, clubs, games, food, My girlfriend (Ahh!), Pizza Huts that deliver, Doritos, Baywatch.
**MY FAVOURITE TV:** The Simpsons, The Muppets, Monkey, X-files, Topless Darts (Cable).
**MOST FAVOURITE FILM:** Natural Born Killers.
**TOP TUNES:** House, Garage, Carl Cox, a bit of indie, Wipeout Album, Essential Mix compilations.
**FAVOURITE FOOD:** Anything without tomatoes, Pasta, Tuna and pasta bake.
**MY FAVOURITE CLOTHING:** Jockstraps.
**MY POWER-UP:** A large meat feast pizza with barbecue sauce.
**MY WEAKNESS:** Don't know my own strength. Not knowing when to sleep.
**WHAT I REALLY, REALLY WANT:** To be able to fly. A playboy mansion
**MY HERO:** Homer Simpson/Chewbacca



## JAIME "BERINGAI" SMITH

**REAL ART EDITOR**

**CURRENT FAV GAMES:**
- SF Zero 2
- SSF2 Turbo
- Virtua Fighter 3
- Wipeout 2097
- Pilot Wings 64
- Think while U drink

**MY JOB IS...**

Designing my favourite games (ie Street Fighter), designing the cover, shouting at writers for work, working under pressure for 4 weeks every month.

**BIRTHDAY:** 2nd August.
**WHERE I LIVE:** Southend, Essex.
**MY SPECIAL ABILITIES:** Having one ever-changing joke.
**MY ALL-TIME FAVOURITE GAMES:** All Streetfighter games, F-Zero, Mario World,Tetris, Tehken World Cup, Mario Kart, Wipeout, Kick off, Rainbow Islands, New Zealand Story (Megadrive), Super Ghouls and Ghosts, HyperSports (Spectrum), Way of the Exploding Fist, Mario 64, Tempest 2000, Arkanoid.
**MY LIKES:** Food, Drink, Football, Macs.
**MY DON'T LIKES:** Stress, people that phone at work and ask stupid questions, Nights soundtrack
**MY FAVOURITE TV:** The Simpsons, X-Files.
**MOST FAVOURITE FILM:** Enter the Dragon.
**TOP TUNES:** I don't know.
**FAVOURITE FOOD:** Italian, Chinese, Indian and my Mum and Nan's food.
**MY HERO:** Jim Kelly (Williams from Enter the Dragon).
**MY FAVOURITE CLOTHING:** My navy blue jumper.
**MY POWER-UP:** Tea.
**MY WEAKNESS:** Drink, deadline temperament.
**WHAT I REALLY WANT:** A gold house and a rocket car.




## MIKE "DO SOME WORK!" NEWSON

**DEP ART EDITOR**

**CURRENT FAV GAMES:**
- Wipeout 2097
- Quake
- Virtua Fighter 3
- SSF2 Turbo
- Destruction Derby 2
- Doom 2

**MY JOB IS...**

Designing loads of pages in small amounts of time, drinking beer, and hassling the writers.

**BIRTHDAY:** 10th November.
**WHERE I LIVE:** Camberwell, London.
**MY SPECIAL ABILITIES:** Destroying people's confidence.
**MY ALL-TIME FAVOURITE GAMES:** MarioKart, Citadel, Doom, Elite, Quake, Outrun, Jet Pack, Way of the Exploding Fist, Super Sprint, Bubble Bobble, Wipeout 2097.
**MY LIKES:** Music, Beer, Clubbing, Cycling, Eating out.
**MY DON'T LIKES:** Working late, heavy metal, readers ringing me at the office when I'm trying to work, travelling on buses, the underground in the summer and waiting.
**MY FAVOURITE TV:** Cracker, Monkey, Men Behaving Badly, Game On, Eurotrash, The X Files, They Think it's All Over.
**MOST FAVOURITE FILM:** Leon, ID, Scarface.
**TOP TUNES:** Ani Difranco, Red Snapper, Alex Reece, Future Sound of London, The Orb, Metalheadz, Bjork, Dj Krush and A Tribe Called Quest, Public Enemy, LTJ Bukem.
**FAVOURITE FOOD:** Anything Chinese or Italian.
**MY HERO:** John Beer (who invented beer).
**MY FAVOURITE CLOTHING:** Anything comfortable.
**MY POWER-UP:** Freshly ground coffee and more beer.
**MY WEAKNESS:** Drinking and spending too much money.
**WHAT I REALLY, REALLY WANT:** Loads of money, loads of women and magical marigolds.

# CVG BIRTHDAY SHOUT

## PART 1

**Even though none of the current CVG team have performed active duty on the magazine for much of its lifespan ( this month is Paul and Jaime's 1st anniversary, in fact), we still feel proud to be part of its incredible 15th birthday! More so, because we remember reading the mag as kids. Being disorganised buttheads though, we haven't managed to sort out all our birthday plans into this issue. So we've spread it over three months instead. Here we start with a light look at CVG's past. If there's anything you particularly want to see in the next two issues, write and tell us!**

WE ARE 15

## TAMPERING WITH THE SCORES!

Ever since we changed our ratings system from percentages to the High Five system back in issue #174, we've received both praise and flak in equal portions. However, for those stick-in-the-muds who reckon it's an outrage that we've tampered with the time-honoured scoring system, we're about to prove that it has NEVER stayed the same. CVG has always adapted to best suit the gaming market. And we will again when we reckon we need to. You have to excuse mags that say percentages are the best method of reviewing – they've never known anything else!

### THE JOYSTICK JURY

Back in 1983, CVG rated games out of... joysticks! At such a primitive stage in the evolution of games, we didn't even mark graphics and sound. Hmmm, I wonder what *Q-Bert* got for Theme...

- Action
- Graphics
- Addiction
- Theme

**REACHING OUR VERDICT**

Sentences awarded by this court are as follows.

- Action: This refers to how much you have to do. How many screens are there, how many challenges, characters, and generally how much is going on.
- Graphics: How pretty is the game.
- Addiction: Perhaps the most important category of all. How long will the game hold your interest. Will you be able to put your joystick down.
- Theme:This is the combination of storyline, action, graphics. Does the game live up to the scene setting blurb on the box.

The maximum five joysticks will rarely be awarded by the jury as it is our belief that the truly excellent game is a very infrequent occurrence.

Three sticks is an average score for games of reasonable quality but not in the opinion of the jury worth reaching for the wallet. In order to be worthy of handing over cash for games must score at least four sticks in at least two categorys. Two sticks deserve imprisonment.

One stick gets a life sentence and games which score no sticks at all will cause the judge to don his black hat and order the manufacturers to be taken from this court and hung by the neck until dead.

### ENTER... PLAYABILITY

By 1984 our reviews had already changed. Now each category was marked out of ten, with Graphics and Playability making an appearance. Most important of all though, what did *Boog-A-Boo* score in the Getting Started stakes?

other chariots and to try to push your opponents into the walls of the arena and crush them under the horses's hooves.

The graphics are good and shame many of the games on the Vic's big brother the '64. I can recommend Chariot Race to anyone — well good Vic games are few and far between.

Chariot Race is available by mail order from Micro Antics or high street retailers for an asking price of £6.95.

| | |
|---|---|
| Getting started | 7 |
| Graphics | 9 |
| Value | 7 |
| Playability | 7 |

### THE HIT!

We're not exactly sure when it happened, but by 1986 the CVG HIT had arrived!, together with a Game of the Month medal. Four universal ratings – Graphics, Sound, Value and Playability also accompanied them.




**GRAPHICS**
Graphically great or do the graphics grate — these marks put you in the picture and let you know if all things are sprite and beautiful.

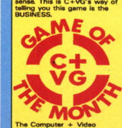
**SOUND**
Is the sound loud and proud and crystal clear? Or does the noise from your micro sound as though you've got your head stuck in a bucket of mud?

**VALUE**
Is the game really worth an arm or a leg to buy. Should you beg, borrow — but never steal — to get the cash to buy this game and be the envy of all your friends? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

**PLAYABILITY**
Will you have to be dragged screaming from the joystick after 24 hours of continuous play — and still be anxious for more. Or will you give up after a few minutes?




Don't miss this if you've any sense. This is C+VG's way of telling you this game is the BUSINESS.




The Computer + Video Games accolade of Game of the Month is the highest honour our team of reviewers can bestow on a game.

It goes to the game — be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer — which we honestly believe to be the best game we have seen during the month.

The key points we look for are all the normal ones plus originality.

NOVEMBER 1981
75p
COMPUTER & VIDEO GAMES
THE FIRST FUN COMPUTER MAGAZINE
SPACE INVADERS!
TAROT
Games and Programs for Pet, Apple, Tandy, Sinclair, Nascom, Vic, plus many more
SOLVE THIS AMAZING PUZZLE AND WIN A VIC COMPUTER
CHRISTMAS TOYS
Avoid the 5-day wonders
PLUS
CHESS & OTHELLO
ADD GRAPHICS AND SOUND
LEARN PROGRAMMING
and much, much more
WIN YOUR OWN ARCADE GAME



### THE COVER STORY!

Every month, we torture ourselves over how our covers look. And, even if we say so ourselves, we think CVG's covers are better now than they've ever been. If you don't believe us, just take a look at some of the more 'classic' cover moments in our history. And believe us when we say, these covers were just picked out of our archives at random!




(LEFT) And to think we criticised the American SFA packaging. (RIGHT) The Thompson Twins!

BIRTHDAY CELEBRATION



# SPAWN OF CVG!

Although we take no credit for it ourselves, the fact is, CVG has quite a heritage surrounding it. A heritage that most of the current CVG team first experienced as readers of the magazine. Or should we say magazines. You see, CVG is the direct father of most of the top videogames magazines that you probably see on the shelves.

Way back in 1989, CVG started up a new section to cover the fast-growing interest in consoles. Such was the interest in this section, that Mean Machines became a magazine in its own right! In fact, within a year it was the best-selling magazine of its kind!

Enter the Golden Age of the Console Boom. From Mean Machines we saw Nintendo Magazine System and Sega Magazine launched. All using the tried and trusted CVG formula to incredible success.And now the latest baby in the family – Mean Machines PlayStation – has been launched. Seek it out!




Mean Machines, when it was merely a section of CVG. Lock at it. Awesome!

# PERCENTAGES

By 1990, percentages were well and truly part of the CVG reviewing system. But even though this marking system endured for years, its structure changed dramatically to keep it as practical as possible.



Like my compadres I wasn't too keen on the Amiga version of Blockout, mainly because the controls seemed pretty complicated for a fast action game. However, the Megadrive's three button control pad is perfectly suited to the game, and that problem just doesn't exist with this version. Once I'd grown accustomed to the shape manipulation, I just couldn't stop playing, especially in two player mode. In fact since we received the cart, my eyes have become bagged and bleary from all the late nights I've spent annihilating MEAN MACHINE's Gary Harrod. Megadrive owners need no longer regret the lack of Tetris on their machine, because Blockout provides sufficient puzzlesome fun for any brain-game fan.

PAUL GLANCEY

**AMIGA £24.99**

*I wasn't really very impressed when I first cast my critical eye over Gremlin's latest offering, mainly because I couldn't control the flippin' thing! Just when it seemed I was getting a good turn of speed out of my trusty Toyota it suddenly seemed to career off the road at the first bend! However, unlike Gremlin's last racer, Lotus, Toyota is more of a simuprising that it takes longer to get into. Once you've got the hang of the controls and can anticipate how the Celica responds to the arduous rally course it ranks as one of the best driving sims available. The mixture of polygon 3D and sprites is effective and the sound is brilliant - the talking co-driver is brilliantly done, and very useful too! Lotus cornered the market as far as arcade excitement goes, and Toyota Celica GT4 Rally will probably do the same in the driving simulation stakes!*

*RICHARD LEADBETTER*

| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 90% |
| VALUE | 82% |
| PLAYABILITY | 87% |
| OVERALL | 87% |

Veteran CVGsters may remember these panels. They had their time and place. But no more.




Computer & Video Games
OCTOBER 1982
75p

**SPACE WATCH**

By Ray Darskan

FOLLOWING the astonishing spate of UFO sightings, the government has set up a special agency to investigate the possibility that an alien invasion is already taking place.

The new agency, which is to be stationed at a top secret base in Potters Bar, Hertfordshire, will be codenamed Space Watch and its charter is currently being drafted out by Whitehall.

**Galaxian Colony II!**

By Our Science Correspondant

**NEW ALIEN PANIC in wild strawberry patch**

**Hungarian Squares Puzzle**

The worst CVG cover ever. EVER!

CVG's 1983 Arcade Champion – Julian Rignall! He won a tabletop Galaga and became Editor of CVG!

# CHART CLASSICS!

Just for nostalgia value, we wanted to look at which games were top of the charts during our milestone birthdays. Unfortnately though, there wasn't a chart in our 5th anniversary issue, so we put in our 6th anniversary chart instead. As for the top games around on our first birthday, well they probably just appeared as ZX81 listings.

## ONE YEAR AGO...

| | | |
|---|---|---|
| 1 | 7th GUEST | PC CD-ROM |
| 2 | BUG! | SATURN |
| 3 | PLAYER MANAGER 2 | PC CD-ROM |
| 4 | DARK FORCES | PC CD-ROM |
| 5 | STREET FIGHTER: THE MOVIE | SATURN |

## THREE YEARS AGO...

| | | |
|---|---|---|
| 1 | MARIO ALL-STARS | SNES |
| 2 | MORTAL KOMBAT | MD/ SNES |
| 3 | PRIVATEER | PC |
| 4 | JURASSIC PARK | MD |
| 5 | FLIGHT SIMULATOR 5 | PC |

## FIVE YEARS AGO...

| | | |
|---|---|---|
| 1 | JIMMY WHITE'S WHIRLWIND SNOOKER | AMIGA/ ST |
| 2 | MANCHESTER UNITED EUROPE | ALL FORMATS |
| 3 | THUNDERHAWK | AMIGA/ ST |
| 4 | RAINBOW COLLECTION | ALL FORMATS |
| 5 | RODLAND | AMIGA |

## NINE YEARS AGO...

| | | |
|---|---|---|
| 1 | RENEGADE | SPECTRUM |
| 2 | INDIANA JONES | SPECTRUM |
| 3 | MERCENARY | SPECTRUM |
| 4 | BUBBLE BOBBLE | SPECTRUM |
| 5 | LAST NINJA | C64 |

# £1 OFF THE BUMPER JANUARY ISSUE OF CVG! WHICH INCLUDES THE 150+ PAGE BOOK "THE CVG HISTORY OF COMPUTER GAMES"

As it's our Birthday, we're rewarding our loyal readers with a real bargain opportunity – by giving the owner of this month's and next month's CVG a total of £1 off the stunning January issue of Computer and Video games!!

That's right, issue #182 – which goes on sale just before Christmas – will cost you just £1.50, but only if you collect the token printed below, AND the one next month. Here's something else: Not only will you be getting an extra-packed issue of your favourite video games magazine, you'll receive a full-colour book worth approximately £5! Now is that amazing, or what? This valuable tome will feature the complete history of computer and video games, as chronicled by the magazine that has been there since the beginning – CVG!!! Included in the book is gonna be loads of cool photos of historic machines, quotes from famous people who shaped the business, and OF COURSE loads and loads of great games from the past decade and a half.




50p OFF!!!

ISSUE 182 OF COMPUTER AND VIDEO GAMES

★ THIS IS TOKEN 1 ★

TOKEN 1 (50p) + TOKEN 2 (50p) = £1 off January issue (182)
If TOKEN 1 only then = 50p ONLY off January issue (182)
(Token 1 by itself is only worth 50p off the January issue so collect Token 2, issue 181)



This deal is so special, we have to slap down a couple of guidelines to make sure the people who 'cash in' are the people who deserve it. So here's the gist: This TOKEN 1 can be used with next month's TOKEN 2 to get £1 off the January issue only. If you only have TOKEN 1 you can only claim 50p off the January issue, so get TOKEN 2! Also, you cannot cash in two 50p tokens from the SAME issue together. That's cheating!

# NEWS

**As we enter the run-up to Christmas, Sony and Sega have held marketing conferences, revealing their plans for PlayStation and Saturn up to and beyond the festive season. If you think the 32-bit war has been tough so far, you ain't seen nuffink yet!**

## [ DON'T UNDERESTIMATE THE POWER OF PLAYSTATION! ]

That's STILL Sony's catchphrase for the PlayStation, and they intend on drumming it in harder than ever this Christmas. At their Oxford Circus HQ presentation, Sony told how PlayStation's first UK year has gone perfectly to plan.

Their figures show PlayStation sales clocking one million in Europe, with 340, 000 in the UK alone. This gives them 76% of the UK console market and adds upto 6 million sales worldwide! They compared this to Saturn sales of 90,000 in the UK (giving PS a 3-1 sales advantage). They also claimed European sales of Saturn fail to make the 300,000 mark.

Before outlining future plans, Sony talked of their launch strategy. How they targeted 17-25 year olds (an age both older and younger gamers aspire too, supposedly). And how they concentrated on appealing to opinion formers, building up a six month word-of-mouth campaign prior to launch, and gaining credibility for the brand.

Having spent £10 million promoting PS last year, they 'll spend another £10 million this year. Aiming for the same age group, with the intention of conquering the mass market. They believe they can do this while maintaining credibility. To ensure this, they're continuing their 'clubbing' image, with the likes of the chill-out room at Ministry Of Sound, PS visuals on club video walls, and sponsorship of events (PlayStations were at Reading, Phoenix, Tribal Gathering and Big Love this year). Sponsorship of in-line skating, snake and snowboarding, the 40 Degrees fashion show, and Sky Surfing are also planned. Plus a PlayStation skatepark.

Also, their pre-Christmas ad campaign has begun. Sony also pointed out how *Resident Evil* was the fastest selling CD release (21,500 in the first weekend), claiming that were it a music single it would have topped the charts! And, aside from their primary Christmas releases – *Tekken 2*, *Crash Bandicoot* and *F1* – they also announced their *Porsche* license and *Rapid Racer* for next year.

Sony are confident PlayStation will become part of mainstream household entertainment, and hold that position until beyond the year 2000. Crikey!



## [ OVER 1 MILLION SATURNS IN EUROPE BY MARCH! ]

That was Sega's bold promise at their press conference, held at the plush BAFTA Theatre in Piccadilly Circus during the Autumn ECTS.

This was backed by figures showing 400,000 Saturns already installed in homes in Europe alone. The sharper mathematicians among you may notice a discrepancy between these figures and Sony's. Who's telling the truth is anyone's guess. But Sega's European marketing director, Andy Mee, dismissed market share figures as irrelevant to their plans.

"Someone is claiming to have already sold around a million. That might even be true. But that doesn't detract us from our mission to convert our MegaDrive owners into Saturn owners." Which by their figures, adds up to 8 million potential Saturn upgraders!

Mee also confessed Sega had "cocked up" with 3rd party developers, failing to get them development kits prior to Saturn's launch. Only 10 non-Sega titles were released in 1995. However, this year 53 have been released, and another 90 are promised before Christmas.

### SONIC BOOM!

While Saturn was the focal point of the speech, Mee also talked about another important element of Sega's strategy – Sonic. 6 million copies of Sonic 2 were sold across formats (2 million in the first two months!). Sega believe he can do it again, with *Sonic 3D* on Megadrive, 3 *Sonic* PC titles, and Saturn *Sonic* lined up. Mee also pointed out that one million pairs of M&S Sonic pants have been sold (Ed has a pair).

### THE FUTURE!

Other topics concentrated on Sega's infiltration of the PC market, with conversions of their top Saturn titles. They're also taking an active role on the InterNet. There's the opening of Sega Europe's website (sega-europe.com) and the Saturn Netlink (already in the US) is set for release here. Most interesting was talk of including M-path technology in Saturn games, allowing PCs and Saturns to link across the Net.

The conference finished with a SG trailer for *VF3* (easily the best computer graphics we've ever seen) and talk of how Sega intend on capitalising on their leisure centre connections. Sega UK's chairman, Malcolm Miller even spoke of " a new large scale attraction that consumers experience in our theme parks, eventually becoming a new arcade unit, a gaming machine, a pinball table and a Saturn and PC CD-ROM title." All we can say is we hope it's not *Beast In The Darkness* (see Freeplay).

### N64 – UK RELEASE SET!

Nintendo's UK distributor, THE, have announced the launch date of N64 in this country – March 1st 1997. 100, 000 machines are expected, with THE expecting to sell 500,000 throughout the year. However, the launch price is disappointing – £249, with games costing £49.99 to £59.99. Four titles will be available on launch, (Mario 64 and Pilot Wings 64 are dead certs).

### F1 BREAKS RECORDS

Sony may boast that *Resident Evil* is the fastest-selling CD game ever, but they're already wrong. Psygnosis' *Formula One* has already beaten its record! According to Computer Trade Weekly, 30,000 copies were sold in the first weekend, outselling *Quake* by 6:1 and *F1 GP 2* by 7:1 and *Resident Evil* by 9:1. Sony reckon that growing sales of PS hardware mean Tekken 2, Wipout 2097, Destruction Derby 2 and Crash Bandicoot will do better, with each title beating sales of its predecessor.








**Formula One was a total PlayStation success, even before its TV ad campaign (shown left) had been aired. Sony say it's just the beginning.**

NEWS




# MAGIC MUSHROOMS

## know the score

You can get flashbacks. These can occur at any time after the original trip. Even if the original trip wasn't bad, the flashback could be.

Mushrooms affect the way you see things and this could be a complete nightmare.

The effects last up to 9 hours. This could be hell if it's a bad trip and could make it difficult avoiding your parents.

You never know how strong a mushroom will be, strengths vary a lot. Whether the mushrooms are strong or weak, you can still have a bad trip.

You might easily pick the wrong type of mushroom. It's difficult to tell the poisonous ones from the non-poisonous ones.




If you'd like more information about drugs or just a talk, give us a call free and in total confidence.



Got anything you'd like to say to your admiring public? Heard or seen anything that makes you happy/ sad about the video games industry? Has a company miffed you off, or even made your day? Tell us and you stand a chance of winning a free game for your system. Currently we're very interested in the most popular arcade games out there – do people really give a damn who the machine is by before sticking in your money? Is *X-Men versus Street Fighter* going too far? Write and tell us your opinion.




Please send your letters to:

MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

**Last chance to think of a cooler name for this section! We don't need one. But astound us and you'll win a prize.**



## BOY ASKS BORING QUESTIONS

**Dear CVG,**

I've got some questions to ask you because I want to work in a computer mag when I'm older (I'm 16 now). Please answer them, they are matters of genuine interest and maybe other people would like to hear what you have to say about them as well as me.

1. How do you get a job on a computer mag?
2. What's it like working for one?
3. Is there much deadline pressure?
4. Is there much competition for jobs in computer mags?
5. Do 'Art Editors' put much of their own work in the mag?
6. Who decides the mag layout?
7. Is the pay good?
8. Could working on a mag lead onwards and upwards or is it a one way street?
9. How long does it take to produce an issue of CVG?
10. Are many mags based in London?
11. Do companies send you games each month to review? Do you return them?
12. Which do you think is the next best mag to CVG?

Cheers, Danny Miller

***Paul:*** I'll answer most of these, but hand question '2' over to Edwaldo.
1. You need to be nuts about games, and have an uncanny ability to explain what's so smart about them – or not, as the case may be. Then we have to like you.
***Ed:*** 2. Sometimes it's great fun – getting to play the latest games first, then writing about them – but it takes LOADS of work to do a good mag, with very late nights and no weekends. And you have to put up with Tom's feet.
3. Ask Jaime this question round about the 20th day of each month.
4. Yes.
5, 6. The entire look of the magazine is the Art Editor's responsibility.
7. Not especially.
8. Providing you make good contacts and can express yourself well there are are many options available within the video games industry – especially in the US.
9. It's supposed to take four weeks but we end up working weekends and into the night. But we love every minute HAH! HAH!
10. Games mags? Quite a few, but the others are crap. Except PC Zone.
11. Yes. Sometimes.
12. Gamesmaster. It's the only other one. Hello Marcus!

## SONY ANALOGUE CONTROLLER?

**Dear CVG, and CVG fans,**

After reading you preview on *NiGHTS* in issue #177 I found out about its analogue D-pad. Will their be a control pad with a 3d stick on it for the PlayStation, because the special controllability in a 3D stick/ D-pad could give Saturn or N64 games more potential? Do you think Nintendo, who said that the N64 was going to be released the same date as PS/ Saturn just to put off customers from buying a 32-bit machine? I read about the rumours of undocumented DSPs in the Saturn which make the Saturn twice as powerful. Please tell me this is untrue. Cheers for the time guys, don't stop stuffing those pages with ultra excellent stuff.

**Michael Landon**



***TEAM:*** We haven't seen or heard anything about a 3D analogue controller for PlayStation. Yes, Nintendo most likely did intend those comments to draw attention away from Sega and Sony. Finally, if there are undocumented Saturn DSPs we haven't seen evidence of them yet.






## THE GAMER'S GAMER WRITES IN...

**Dear CVG,**

Your answer to Joule's letter in issue 176 hit the nail right on the head exactly. There us definitely an undercurrent of despondency at the moment among gamers and magazines alike (not yours though). Recently the video games industry has become very introspective and self conscious. A lot of people seem keen to see the games industry 'mature' and become part of mainstream culture, standing alongside films and music and selling to the 'general public' rather than just 'enthusiasts'.

Well, if dragging the games industry into the mainstream means marketing games machines as fashion accessories, knocking games together within 12 months in the hope of cashing in on a current 'hot' genre and repeatedly slapping gamers in the face with soulless trash selling at £45 a time, then you can keep it.

Don't get me wrong, I'm not trying to hark back to the 'good old days' in the fashion of an 'experienced' gamer and I know that big business has had some positive effects on the games industry (Nintendo for a start). It's just that there's so much rubbish floating around, hyped up to look like something special that many people are bound to make big mistakes at some time or another. How many concerned Jaguar owners have written to the magazine recently, for example?

It's little wonder that many gamers are becoming cold towards the promises of publishers and developers, and are shunning anything that even looks non-interactive or derivative of games they hold in respect. This is where the despondency comes from and Nintendo's delaying of the N64, even if it is for the right reasons, is only increasing the indifference some players are obviously greeting the prospect of another next generation console with.

And it's a shame, because great video games are magical and a lot of developers put their heart and soul into creating great games. You're absolutely right to go crazy over Mario 64, Final Fantasy VII, Genso Suikoden and the rest. I nearly went crazy with excitement when I first saw Mario 64 running on Gamesmaster. One of the things that makes CVG good is a genuine enthusiasm for games and an unbiased, perceptive eye for quality. Anyway the widespread contempt of the games industry towards the player can only be damaging in the long run. Maybe seriously damaging. Sorry to dramatise.

Matthew Ward, Hensall, East Yorkshire

***TEAM:*** Aye.





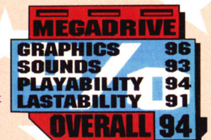



# STAR★LETTER

## IS THAT A BATTERY TESTER IN YOUR POCKET?

**Dear CVG,**
I have been playing games for about eight years, and have been reading your mag for about five years. I think your mag is great, and you always have news on the new releases. But there is one thing which I think you could improve, it is the new rating system which you use for your reviews. I don't think the High Five method really helps when it comes to choosing a game. For example in your last issue four games got a High Five rating, but which is the best? This is the downfall of your rating. Another example is when a great game comes out on a number of formats. They may all get a High Five but the rating doesn't tell you which version of the game is worth getting. I have got a PlayStation, a Saturn, and a PC. So when it comes to choosing games it's good to see the review as a percent rating so that I can compare the different formats and buy the best version. One suggestion is to show both the High Five rating and a percentage rating, this way it would make it a lot easier to choose a game. Anyway keep up the good work, as your mag is still by far the best out there. By the way, what computer did you run Quake on for your review? I have a Pentium 100 with 32Mb of RAM and a SVGA monitor and it doesn't look any way near as good as the pictures in your review.
**Ryan Murray (no address)**

***PAUL:*** Here's why we dropped percentage ratings, for those of you who still think the human brain is capable of identifying the difference of a couple of percents. The score 91%. This means "this game is very good. But don't blame us if you don't like it, because it didn't get 93% or 95%. And anyway, we are trying to keep the publisher off our case." And when you have a poor game, it's completely laughable to believe anyone gives a damn whether it's a 28% or 38% travesty – the game's just not worth bothering with! Our rating system is all about recommendation for games across all systems. If there are notable differences between versions we point them out, even though it encourages letters of complaint from people who think we are saying that their version is inferior. But we will endeavour to be even more precise and concise in our writing – without boring normal people witless.




***ED:*** We were running *Quake* on a Pentium 90 with 16Mb RAM, and did our screen shots at a high resolution. The machine wasn't actually powerful enough to play the game at that detail, but we wanted it to look as good as possible in the mag. To change your resolution, type VID_MODE xx at the console. The standard is 0 and the best without an extra video driver is 10, which your machine should be able to run really well.

## MY EYES ARE BLIND! MY EARS ARE DEAF!

**Dear CVG,**
Having read your interview with that 'has been' company Capcom, or is it 'Crapcom' I have lost all respect for the company whose games I used to love. Their comments about the Saturn's inability to cope with games such as *Resident Evil*, and the laughable '*Star Gladiators*' demonstrates the company's poor programming skills. Surely being an established company they know what they're talking about, but I can't help felling that they want to take the easy way out. by programming 3D titles for the PS only. Everyone knows that PS is easier to programme for 3D, due to its top quality raw polygon power. However they are demeaning the Saturn by making such comments. Core's *Tomb Raider* is a far more ambitious project in comparison to *Resident Evil*. Core's head stated in an interview to Edge that they believe the Saturn to be more powerful that PS once all hidden tools are opened. That is of course debatable, but my point is that they haven't written any machine off for their potentially superior title. *NiGHTS* on Saturn also demonstrates the Saturn's ability to produce quality environments in 3D. The second point by Capcom muddled my mind even more so! They claimed that the disappointing *Star Gladiator* would be impossible on the Saturn. Firstly who wants the second-rate beat 'em up, but again I fail to see how it would be impossible, the game doesn't look better than *Tekken 2*, the Saturn translation of *VF2* and the new *Fighting Vipers* in my opinion look better than *Tekken 2*. *FV* features light sourcing and Gouraud shading, as well as 3D barriers surrounding the characters. *Tekken 2* doesn't. So who are Capcom trying to fool? They could take a leaf out of Takara's books and use SGL. With this Takara produced *Toshinden URA*, a superior version to the PlayStation. I could be imagining things here but in your interview with Capcom I'm sure you also felt that they were giving the Saturn bad publicity. So you being the considerate souls you are tried to make Saturn readers smile by defending its 2D capabilities by asking whether *Cyberbots* was possible on the PS. Admittedly I believed that PS could handle a conversion, but Capcom's hostile reply of 'just because we don't plan to develop for PS doesn't necessarily mean that it's too difficult' shows some sort of biased attitude to their preferred machine. Well if I was right, thank you for trying to defend the Saturn and please all your readers. That is the sort of attitude which proves CVG is not only the best mag but also unbiased.
A. Tachittiro, London

***TEAM:*** We appreciate your worries, but we are confident that Capcom know exactly what they're doing. The Saturn cannot produce the special effects required to bolster *Star Gladiator's appeal*, and the PlayStation's difficulties with 2D games is down to a slightly limited internal RAM – hence the loss of animation frames and some detail. In 3D polygon games this isn't a problem. BTW we weren't trying to sway the interview one way or the other with our questions. That would have been pretty appalling!

## NO PAL OF MINE

Having owned UK PAL versions of the SNES and PlayStation I'm quite miffed at the PAL borders we have to put up with. So I'm contemplating bringing back a US Saturn next time I go to the States. Now my query is that I'm not too sure about what I'll need to make the system work back home in the UK. Am I right in thinking I'll need a power converter and different TV leads? And will I still get borders? And lastly, is there a converter to play UK games on the US machine? Hope you can help me out...
**Tinhead, Merseyside**

***TEAM:*** Yes, you need to get a power converter, and you'll definitely need an RGB cable unless your telly is NTSC compatible. Once you're set up you'll be able to play loads of cool games full screen, full speed. You probably won't want to buy a UK game again as most titles are released Stateside soon after Japan. The only thing you need to worry about is the ABOMINABLE artwork on American Saturn boxes. It really is the worst stuff we've ever seen.



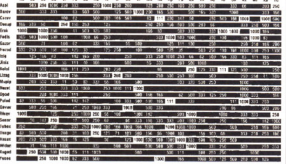

**This box art is bad enough, but this is just the fly on a big mountain of US poo!**

## YES, WE SHALL OBEY

**Dear CVG,**
Why do you have to do Players' Guides to games which haven't even been released yet? For instance *Resident Evil* (issue #177) and *Tekken 2* issue #176). I mean these are games in which we will be lucky to see in, say, at least two months. I can partly understand doing one for *Tekken*, but doing one for a game like *Resident Evil* really ruins it. Because now, if I were to go and buy it I would have completed it in a couple of hours, meaning £40 down the toilet. I have nothing against your Players Guides, it's just that you do them too early.
Your magazine isn't just to blame though. I have realised it in other ones as well. Why not do Players' Guides for oldie games, for instance *Mario Kart*, or an RPG of some sort, or even a retro guide? If you do a *Mario 64* one you will have ruined it for thousands of people who have just spent a grand on the machine and the game. It's just that, when I eventually get a game, and get stuck, I go to one of my magazines for help, and end up completing it straight away. I don't like getting stuck in game, but I don't want to be told how to complete just because of one problem. Perhaps it would be better if you just did one or two levels each month. Take it in to mind if you will.
**Ben Franklin,** King's Lynn, Norfolk

***TEAM:*** Thanks for your letter Ben. The reasons our guides sometimes appear early is because of release dates slipping. We aim to structure our guides so that they don't give everything away at a glance. *Resident Evil* was deliberately presented as maps, as opposed to a walk through pictorial for that reason. And, you're absolutely right, a *Mario 64* guide would be pointless for the UK at this time. We have taken your point very seriously, however. The last thing we want to do is ruin peoples' pleasure from playing cool games.

**STARLORD CHANCE**
Mike Singleton, who wrote the Seventh Empire program runs his own play-by-mail game, Starlord. Should you want to try your hand at a very different kind of galactic combat, Mike is offering all Seventh Empire players a chance to take part in Starlord.
Two free turns and a free rulebook will go to anyone who wants to take up his offer.
Just write to Mike at his address, which is given in the Seventh Empire Rulebook and quote your Seventh Empire code number for a free introduction to the worlds of Starlord.



**This rotten looking 'player's guide' once appeared in CVG! Goodness knows what it all means!!!**

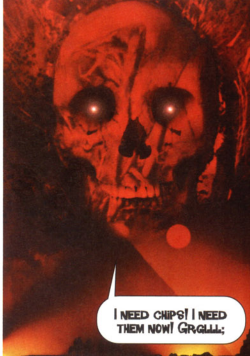
## IMMORTAL KOMBAT?




**Dear CVG**
Could you please tell me if *Mortal Kombat Trilogy* is going to be out for the Saturn,as well as the PlayStation, because I'm getting a Saturn for Christmas and I would really like to own that game. Is there any news of other great *MK* games to be released or is *Mortal Kombat Trilogy* going to be the last in these great games?
All the Saturn games seem to be armed at excellent graphics, okay playability, but rubbish lastability. I remember the good old days where a Mega Drive game would be so addictive and it would last for ages, like *Micro Machines.* So could you list some good lastable games for the Saturn.
**Michael Doherty, Blyth**

***TEAM:*** Definitely no *MK Trilogy* in sight for Saturn, Michael. But here's a list of long-lasting Saturn games which you should consider: *NiGHTS* (we're still loving it), *Street Fighter Alpha 2, Virtua Fighter 2, Virtua Cop, Vampire Hunter, Sega Rally, Fighting Vipers, Daytona USA, Baku Baku, Panzer Dragoon Zwei...*

## CORRIDOR FANATIC




**Dear CVG,**
I love your mag and buy it constantly. The rating system is good as quick reference and the mag's colour and boldness make it stand out to any other boring magazine around! At the moment I am a devoted Sega junkie owning a Saturn, Mega Drive and Game Gear. I'm addicted to corridor shoot 'em ups like *Duke Nukem.* Though owning a Saturn I was pleased to see *Doom* on the PlayStation and had to make do by renting *Doom* and the PlayStation. It is a shame that such games are rarely released for the Saturn and why are they so slow on the uptake?
*Exhumed* looks good, but doesn't seem to have superiority over *Quake* and *Duke Nukem.* For ages I have not touched such cool games on the Saturn and when will *Quake* and *Duke Nukem* be converted onto it? Such games receive much hype but us 32-bit gamers have to dream of the day we can batter knights and fiends. Why the delay? Still, I make do with *Virtua Fighter 2* and *Virtua Cop.* Also I like your mag's humour and dedication to all games bright and beautiful.
PS Have you ever heard of a Saturn game called *Legacy of Kain*? If so when will it come out?
**Mo Pugh, Finchley**

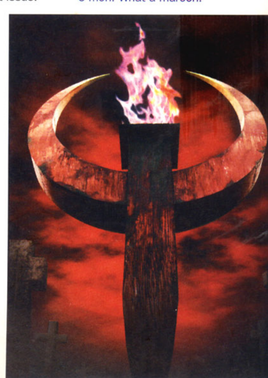


***TEAM:*** Don't be so quick to judge *Exhumed.* It's an awesome game, which was created using Apogee's Duke engine! *Legacy of Kain* is a *Thor* style action adventure by Crystal Dynamics. It's expected early next year. Thanks for the compliments.

## YES, I AM THIS STUPID

**Dear CVG,**
I am writing to say how very disappointed I am. My troubles all started back in the July issue of CVG...
I was idly flicking through my brand spanking new, shiny, glossy, crammed full of gaming Tit-bits edition of CVG when my eyes were drawn to an item on *Quake*, from id. After reading for quite a while I was informed that I would be able to collect my shareware copy of *Quake* with my next issue. Well, I was so excited I almost had to make use of the fact that the trousers I was wearing were brown.
When July came around I went off to get my August edition of CVG. What?!?!? It could not be! Where oh where was my cherished shareware version of *Quake*? But, not to be put off by the simple fact that the program was not there I eagerly flicked through until I came to another article on *Quake*. I was met with an apology for the delay and was faithfully PROMISED that I would receive my copy with the next issue. Relieved I waited until August came around. August came and I toddled off down the shops only to return with my issue dated September 96 tucked under on arm, and a bottle of pop tucked under the other (notice I had no shareware version of quake with me). I expected to find some explanation inside. There was nothing. So, basically, I just want to know what happened. I don't have a modem so I can't download shareware *Quake* from the Internet. Where can I get shareware *Quake*? Leigh **Brady, Rickmansworth, Herts.**

***TEAM:*** So, each time we say "we'll have the finished game for review next month" or some such you expect to receive a free copy Leigh? C'mon! What a maroon.









ROBOT COMBAT | BY SEGA | NOV RELEASE | 1-2 PLAYER

- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

# If you've always thought robot battle games were lumbering tiresome affairs, think again. Cos that's what *Virtual On* is gonna make you do!

***Virtual On*. The mention of the name probably brings to your mind thoughts of... very little. in the UK this AM3 coin-op has remain distinctly obscure. Its weird name, weird controls and weird gameplay failing to permeate the minds of UK gamesplayers. In Japan it's a different story. *Virtual On* is huuuge! So, Saturn owners, it's education time! Absorb these first pictures of the home version. By the year end, the mention of *Virtual On* will bring to mind thoughts of high-speed battles between super-hydraulic robots bristling with weapons! Guaranteed!**












Only 50% complete, but the graphics are already at a very advanced stage of development.

## THE COIN-OP

If you've been into any large arcades in the last few months, chances are you've seen the *Virtual On* machine. It's an eye-catching two-seater cabinet. Whether you play against a human opponent or the computer, the aim is the same – destroy your robot opponent with big weaponry in a large 3D arena. There's various structures (buildings and such like) to hide behind. And in fact, using strategy and cunning is an integral part of the game – so much so that some of the cabinets have a tinted screen separating the players, so there's no peeking to see where your opponent is hiding.

Mind you, stealth only goes so far. And, with a time-limit attached, most battles just involve charging toward your opponent (or away, depending on whether you're losing), launching explosive projectiles or taking them on with close-quarter weapons. All of which continues until one of you is DESTROYED!




The Saturn player select screen. Looks near enough identical to the coin-op.



The speed of the Saturn version is already fairly rapid. It's gonna get faster!







## THAT TWO-STICK CONTROL SYSTEM!

The most unusual thing about *Virtual On* is its control system. It uses two joysticks to allow instinctive 3D steering – similar to Namco's arena combat game, *Cyber Sled*. By pushing both joysticks in the same direction, your robot jogs that way without changing its facing direction. Pull back on one stick, pushing forward on the other, and the robot twists on its axis. Pull the sticks apart and the robot super-leaps into the air. There are also dual thrust and attack buttons.

Naturally the Saturn control pad isn't designed for this system. At present, the D-pad merely steers the robot around, with one button for locking the facing direction, one for thrust, one for leaping and one for attack. From our early playtest, it doesn't seem particularly suitable for the game. There is however a Sega-style solution. Sega of Japan are releasing a *Virtual On* dual-control stick, emblazoned to match the coin-op's. It looks ace and should capture the arcade game's feel perfectly. Hopefully Sega will bring it out over here too. Hey, and Sega, bring it out in the same cool colours – not boring black. Let's have some of the snazzy Japanese design Saturn stuff, eh?



**Here it is! The Saturn VO controller. Awesome!**

**We're gonna need to face the mad pace of battles like this.**

## IT'S VIRTUAL ON SATURN!

Things move fast in the world of Sega. From seeing nothing about *Virtual On*, we're suddenly given a hands-on test of a 50% complete version. And the verdict so far is – pretty damn impressive! All the robots and arenas have already been programmed in and even at this stage it looks comparable to the arcade version. Obviously there are going to be compromises – the resolution and texture detail is lower – but all the arena features are there. The robots, in particular, look and move superbly, with the speed up to scratch. All very promising indeed.



## MULTI-PLAYER MECHANOIDS

***Virtual On* is definitely a two-player game – we've already had a go on the split-screen option. However, its multi-player facilities go far further. In Japan, the game is set to use the new SegaNet option, allowing to players to face off over the InterNet. For that more personal approach, two players can link-up using the X-Band modem facility. Whether the game will allow two players to directly link two machines using the link cable remains to be seen.**

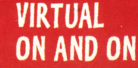
## ENTER THE CYBER TROOPERS!

Just like an ordinary beat 'em up, *Virtual On* has a selection of fighters. Eight in all, known as the Cyber Troopers. Each of these battle-armoured robots has a distinctive look, to the extent that some are clearly marines or women! More importantly, each one has a different gun and close-combat weapon, making their fighting styles quite different. Also, each one os powered by a Sega Saturn. No joke, go into the arcade and look at the back of their heads. You'll see a Saturn with a disc spinning inside it!









## VIRTUAL ON AND ON

***With development well under way, we're expecting to see much more on this game.***

AM3'S ROBOT CLASH OF THE TITANS!



30% COMPLETE

SEGA SATURN

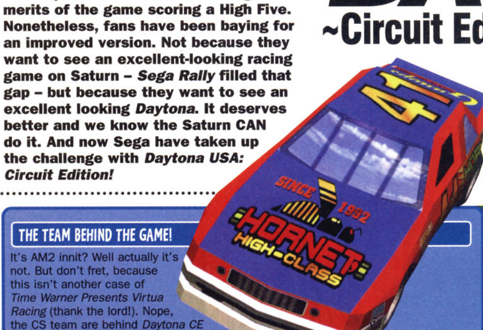
| | |
|---|---|
| RACING GAME | BY CS TEAM |
| NOV RELEASE | 1-2 PLAYERS |

- SATURN PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

It's been a rumour for nearly a year, but now a remix version of *Daytona* is finally coming to Saturn!

# DAYTONA USA ~Circuit Edition~

**Make no mistake – *Daytona USA* on Saturn was brilliant. Sure it fell short of the coin-op, but the coin-op is still an incredible technical achievement. And the Saturn version managed to include all its features. It may have had dreadful clipping and a visibly low frame rate, but the atmosphere and gameplay was superb. Even now we still argue the merits of the game scoring a High Five. Nonetheless, fans have been baying for an improved version. Not because they want to see an excellent-looking racing game on Saturn – *Sega Rally* filled that gap – but because they want to see an excellent looking *Daytona*. It deserves better and we know the Saturn CAN do it. And now Sega have taken up the challenge with *Daytona USA: Circuit Edition!***



## THE TEAM BEHIND THE GAME!

It's AM2 innit? Well actually it's not. But don't fret, because this isn't another case of *Time Warner Presents Virtua Racing* (thank the lord!). Nope, the CS team are behind *Daytona CE* – a team even more experienced at converting Sega's arcade racing games than even AM2. These were the coders who originally joined with AM2 for the awesome MegaDrive version of *Virtua Racing*, before producing *VR Deluxe* on their own. And more importantly, they converted *Sega Rally* onto Saturn. What better credentials could you ask for?




## AN ARCADE PERFECT CONVERSION?

No way! Whether the Saturn could ever handle a full conversion of *Daytona* isn't obvious yet, but that's not what we're talking about. The fact is, *Daytona CE* is far more than just a straight conversion of the coin-op – it's a expansion of the whole game. New features, new tracks, new presentation. So if you're a die-hard fan of the arcade's front-end track and transmission select screens, you'd better face it – they ain't gonna be there. It's all new!













## NEW ENGINE!

Game engine that is. Rather than using AM2's original Saturn engine, the CS Team are building the game up again from scratch. The original *Daytona* was the last AM2 Saturn game to be made before they employed the help of their custom-built graphics library. As such, overhauling the code would probably be more complicated than reprogramming it. Currently the game is at a very early stage, with the shapes and textures dropped in. Far too early to comment on what the eventual frame rate and pop-up distance will be.
One thing though – it IS full-screen!



## ALL-NEW MOTORS!

The original Saturn conversion of *Daytona* expanded on the arcade selection of vehicles by giving you eight variations of the Gallop, with different colours and handling – plus a selection of horses!! What *Daytona CE* is going to fully offer is unclear, but so far there a four cars in the works. Aside from the original Gallop, there's the Hornet (seen in all the screenshots here) and two as yet unseen ones. Each will be a different style of car!



**The all-new Hornet car. A totally different body shell to the original Gallop car.**



**And here it is in action. Don't fret, the original High-Class 41 will be there too!**

**A close-up of the bonnet, with the all-new variation of the Hornet logo.**



**Battle-damage is still in there. Look at the state of the bonnet. It's new as well!**

## ALL-NEW MUSIC!

Those crazy karaoke-style tunes in the original game didn't go down too well over here. Even though they were special remixes by B-Univ, Sega Japan's in-house band (who also did *Virtua Fighter*'s music). Anyway, bowing to popular demand, the CS Team have commissioned new music for the game, some of which is being done in Britain! Sega Europe musician, Richard Jacques, has remixed all the tunes in a far more appealing house style. At present we know two of the tunes are definitely going to be used. The rest are supposedly guitar-rock numbers being composed in Japan. Incidently, Richard is also working on the tunes for the new Saturn *Sonic* game. We've heard them too. Think *Sonic CD*. Excellent stuff!










## YOU GET MORE ROAD!

The three arcade tracks are already in there, albeit in a form not much better than before (at the moment). Two new tracks are also definitely set to be included – National Park Speedway and Desert City. Both are graded at different difficulty settings, with National Park fitting between the original Beginner (777 Speedway) and Medium course (Dinosaur Canyon), with Desert City slotting in before the final Expert course (Seaside Street Galaxy). Only National Park Speedway has been revealed so far, and here it is!



**The opening pit-lane. Looks a tad like Manx TT.**



**Among the woody surround, there's a fun fair.**



**A cliff wall. Reminiscent of 777 Speedway.**









**Racing toward the most famous part of the game – The Sonic Wall. All the original tracks and their features are still in there. So there's no need to fret about those.**



**The game is also going to use the NiGHTS analogue pad. So expect handling even closer to the coin-op. Should be better with the Arcade Racer steering wheel too!**

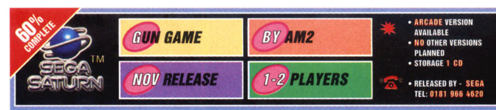




## NEXT MONTH... FINAL LAP!

***Certainly we hope to show much more of the game, including all the new cars and tracks. Plus, what we're all dying to know – how much better are the graphics? Vrrrrrroooom!***




# Calling all cars! We have reports of *Virtua Cop* sequel in progress in the Sega Saturn district. Request immediate response from officers Rage and Smarty. Consider this a shoot-out situation!

**When we last looked at *Virtua Cop 2* (in CVG #177, cop-fans) it was only an E3 demo of the first half of level one. However, with the game currently set for a November release (and amazingly that includes the UK release too!), development has come on leaps and bounds. The latest playable code to come our way features the first and second levels in near completed form. And now the sheer scale of this conversion is apparent. *Virtua Cop 2* features massive sprawling 3D environments and, true to form, AM2 have crammed as much of the coin-op's detail as possible onto the Saturn. From the look of things that means near enough everything! Saturn *Virtua Cop 2* is gonna be awesome!**




## EVL ENVIRONMENTS

Just to show how close the Saturn reconstruction of these Virtua City crimes is, here's a scenic run through the events so far!

### LEVEL ONE: BIG CHASE!



**The level opens with a terrorist hold-up of a large jewellery store!**



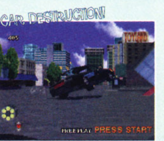
**Exploding display cabinets and swinging chandeliers? CHECK!**

### ROBBERY IN PROGRESS!




**The gangsters make a break for it. Follow that Virtua Coffee van!**

### CAR DESTRUCTION!






**Tyres burst, windows shatter, cars flip over.**

### POLICE ROAD BLOCK!




**Major pile-up situation as the fugitives plough into a line of police cars.**



**Mop up the EVL scum as they flee from the wreckage!**

### UNDER SIEGE!




**This bit is like a shooting gallery as the gangsters pop into view.**




**On the move again, as the terrorists escape in armoured trucks.**

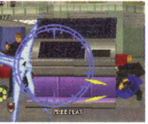
## LEVEL TWO: SAVE THE MAYOR!



The giant cruise liner has made it into the game. No problemo!


A helicopter hovers into view. Very impressive indeed!


Shock troopers drop out of it, onto the ground!


The dockside building is full of scum. You can blow the phones up too.



Mass destruction as you send giant monitors crashing onto felons.

## THE COURSE OF JUSTICE

In Virtua Cop 2, the second half of each stage splits into two paths. Different scenery, different baddies and different difficulty. Here's a brief look at how it works on stage 2, as you board the cruise liner. Do you head up to the deck or rush the bridge. The choice is yours!

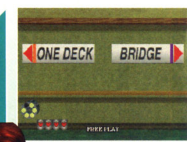
### PATH A: THE DECK

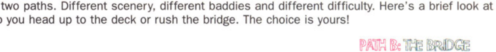


Heading through the bar, you can blast the drums and cymbals.



The kitchens are filled with cans, bottles and even melons to destroy!



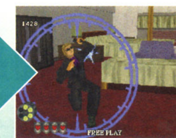

That portrait of *VF*'s Sarah can be blasted from the wall.



The deckchairs rattle as you shoot through them, at the EVL scum.




### PATH B: THE BRIDGE


First you have to clear the guest bedrooms of cavorting terrorist scum.



The hall leading to the lift is filled with more villainous dirtbags.



Onto the bridge where the captain is being held captive.


This machinery room has baddies dropping through airshafts






Depending which way you go, armed bikers can blown away!



Holed up at a secret location, he fire rockets, throw oil drums and even the Virtua Coffees van at you!

## PROPERTY DAMAGE!

As with *Virtua Cop, V Cop 2* has loads of scenery to destroy. In fact, innovations in the coin-op sequel spawned new features in Saturn *Virtua Cop*. The swinging chandelier, for instance, provided the inspiration for the moving crane hook in the first game's level one warehouse. The pictures on these pages should give you some idea of how much damage you can cause.



One shot shatters this massive glass sign. Smashing! (hehe)

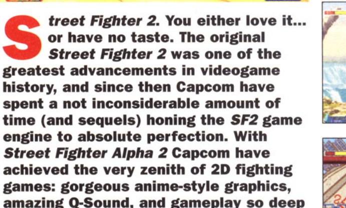
## NEXT MONTH... ALL-POINTS BULLETIN!

*We're hoping for a final reviewable version. So expect a massive review, complete with full info on Saturn-only features, and a autopsy of how Virtua Cop 2's score multiplier works!*






**Save your coinage *Alpha 2* fans, because the ultimate 2D beat 'em up experience is on its way to a PlayStation and Saturn near you!**



**Street Fighter 2. You either love it... or have no taste. The original *Street Fighter 2* was one of the greatest advancements in videogame history, and since then Capcom have spent a not inconsiderable amount of time (and sequels) honing the *SF2* game engine to absolute perfection. With *Street Fighter Alpha 2* Capcom have achieved the very zenith of 2D fighting games: gorgeous anime-style graphics, amazing Q-Sound, and gameplay so deep you could drown Zangief in it. Believe us beat 'em up fans – it doesn't get any better than this!**








## ALPHA 2 AT HOME!

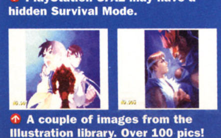
If you're a regular reader of CVG, you'll know that last month we previewed the PlayStation version of *Alpha 2*, and discussed what new features it provides over *SFA*. This month the Saturn version takes centre stage, and we let you know what you can expect from BOTH home versions of the best *Street Fighter* yet!




You get special endings for completing the game well.

MODE SELECT
ARCADE MODE
VERSUS MODE
TRAINING MODE
SURVIVAL MODE
OPTION
BACKUP
ILLUSTRATIONS

PlayStation *SFA2* may have a hidden Survival Mode.



A couple of images from the Illustration library. Over 100 pics!









The arcade intro is reproduced exactly on the Saturn version. The PlayStation intro is FMV.



Dhalsim is a tricky character to master, but an effective on in the right hands



Zangief is even harder to use than Dhalsim. Better master those 360's!

## CHARACTERS

Arcade *Alpha 2* contained five new characters not seen in *Street Fighter Alpha*: Gen, Sakura, Rolento, Zangief, and Dhalsim. Plus there's original *Alpha*'s three secret characters: M.Bison, Dan, and Akuma; all instantly selectable. Also, the *Alpha* version of Chun-Li and super secret boss character Shin Gouki are in there. All of these characters have made it to the home versions. What's more, they've been given added polish with each character possessing six different costume colours, depending on which strength punch or kick you use to pick them (N.B. This is only in the training or Vs mode on PlayStation).



Rolento doing battle in Metro city. Yesterday.



Gen is the master of masters! He is kung-fu!



The only new warrior. She's picked up a lot of fans here.

# SOUND

Again, both versions are nigh on identical to the coin-op, but here the PlayStation goes one further by offering all-new, remixed background tunes played directly from CD. The Saturn version, on the other hand, offers the original tunes delivered by its internal sound chip, the result of which is that the Saturn version sounds less clear than the PlayStation one. However, play it through Q-Sound as you're meant to, and the differences are far less noticeable.



# LOADING TIMES

This where the console conversions really suffer. There's no getting around loading times on a CD based machine, and thankfully the delay is way down from the original *Alpha*. The PlayStation version loads in about half the time of *Alpha* (thank goodness!), while the Saturn version loads even quicker than that! What's more, a handy shortcut menu for Versus battles lessens the delay even more. And if you're wondering how to pick the Secret characters from the Vs menu, the answers lie with the Start button...




Reflections on the Saturn.

# GAMEPLAY

Once again Capcom have delivered the goods. All of the play-mechanics that made *Alpha 2* such a brilliant arcade game are here: Super Combos; Custom Combos; Alpha Counters; special finishes. Even the endings are all arcade-perfect! The CPU displays a worrying lack of intelligence when dealing with fireballs (even on the highest difficulty setting) but this was also true of the arcade, so no changes here. Otherwise, beating the game on level 8 provides a real challenge for even the most hardened *SFA2* pro. And the eight turbo settings mean *Alpha 2* always runs at the speed you want it to.



The Custom Finishes are awesome! As Birdie discovers in the above pic!



Shorsh! Two Shin Goukis face up!




Each character has two A-Counters.




Super 720 moves are tough!



Beating up a girl! Shame on you.

# GRAPHICS

The home versions of the original *Alpha* were visually identical to the coin-op. At first glance both the Saturn and PlayStation versions of *Alpha 2* appear to be also. However, in porting the game over from the mighty CPS2 board to the humble RAM-challenged home consoles, some sacrifices had to be made. This is particularly true of the PlayStation version (it has slightly less RAM than the Saturn) which suffers noticeable animation cuts when placed alongside the Saturn or Arcade version.
For example Zangief on PlayStation *Alpha 2*: He only throws his cape off at the start of a fight, or opens his mouth when left alone if you play a Zangief Vs Zangief battle (both versions feature an automatic full-animation option for same character battles!). On Saturn the colossal Russian does both these things even when fighting someone else. Also, some of the PlayStation's backgrounds have received a slight animation trimming. For example there are no fighter reflections in the puddles on Gen's stage, and on Ken's stage Strider does not throw his teddy in the air. And last but not least, the PS intro is, horror of horrors, full-screen FMV! Still, despite these cuts, the overall effect of the conversion is extremely accurate. Check out these shots...

## PLAYSTATION



As you can see ...



PlayStation has the best sound...



What's important is that...

## SATURN



... there's really not much to choose ...



... Saturn has the most features...



... all three versions ...

## ARCADE



... between all three versions!



... and Arcade has the best graphics! Obviously.



play identically! Excellent!

## SHIN GOUKI

In coin-op *Alpha 2*, if you could score three final round perfects before you reached your last opponent, you would face off against the most powerful opponent in *Street Fighter* history: the devil Shin Gouki. This is also true of the home versions, but guess what – on Sony and Sega you also get to play as him! Shin Gouki moves at twice the speed of Akuma, and fires two air fireballs simultaneously. He can chain like *Alpha*, has an ultra-fast teleport, and an ultra-fast Instant Hellish Death Strike which covers the entire length of the screen! We think he's a bit TOO good, so don't use him much. But there you go.



Shin Gouki is VERY hard. Perhaps too hard.



You can get him in six fruity flavours.










## SECRET CHARACTERS

When coin-op *Alpha 2* was released in the States, Capcom of America added three new hidden characters to satiate the American public's need for secrets. Capcom of Japan had nothing to do with these characters, and their official line was that they would not appear in the Japanese home conversions. However, due to Evil Ryu's immense popularity, a new coin-op was released in Japan – *Street Fighter Zero 2 Alpha* – containing all these secrets and more. This is the version the Saturn has received, although we're yet to find the hidden characters in the PS version. Here's a rundown of each of the hidden characters. If you want to find out how to access them, turn to our Freeplay tips section NOW!




## SSF2 TURBO CHUN LI

The main difference between *Alpha 2* Chun Li and *Super Street Fighter 2 Turbo* Chun Li is her old costume and her fireball motion. In *Alpha 2*, the motion is a full half circle, while with original Chun Li it's a charge motion. This enables her to be played entirely as a charging character, like Charlie. Some players find her better that way.



Charging Kikoken fireball in the toilets ahoy!



Chun Li can actually put her pose in a Custom Combo!

## EVIL RYU

When you defeat Akuma and complete *Alpha 2* with ordinary Ryu, Akuma tells Ryu to search for his true dark powers before facing him again. Well, this is it! Ryu converted to the dark side! His Hurricane Kick juggles, he can perform a Super Dragon Punch (as well as his Super Fireball and Hurricane Kick), and best of all, he's got an Instant Hellish Death Strike – performed in the same way as Akuma! Awesome!



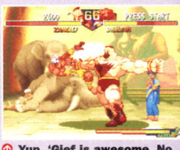
Evil Ryu has a cool "Firecracker" finish pose.



Evil Ryu has a Super Dragon Punch! No Fair!

## ORIGINAL ZANGIEF

Beamed in from the original *Street Fighter 2*! Original Zangief has no Super Combo gauge and only two moves: Spinning Clothes line and Spinning Pile Driver! Oh, those were the days. You may be wondering why on earth anyone would pick him? Perhaps because he's twice as tough as *Alpha 2* Zangief AND has a huge Pile Driver range.



Yup. 'Gief is awesome. No doubt about it.


Go 'Gief go! Go 'Gief go!

## ORIGINAL DHALSIM

Like Original Zangief, *SF2* Dhalsim only has two moves: Yoga Flame and Yoga Fire (performed in the old fashioned way!). However he's tougher and easier, because you don't have to press towards an opponent to use his stretchy limbs.



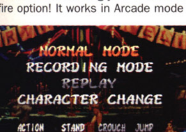
Birdie spontaneously combusts! Sizzle! Crackle! Pop!






# TRAINING MODE

Making a welcome return from *Street Fighter Alpha*, this allows players to brush up on their moves and combos against a defenceless CPU opponent. Training Mode is especially handy in *Alpha 2* because a) the chaining system has changed so you've got to re-learn all your favourite combos, and b) building up the Super Combo gauge for custom combos is a drag. You can make your opponent crouch, stand or jump, and once you've got the first hit in, the CPU will attempt to block all successive hits, so you can work out useful combos for a Versus game. One nice feature we discovered on the Saturn version is an unlimited custom combo, accessed by holding Start and the L button when selecting your character. Also try Start and R for an instant autofire option! It works in Arcade mode too!




You can even make your opponent jump repeatedly!



Practice those custom combos for maximum damage potential!





Moves like Zangief's Final Atomic Buster need to be perfected!

## UNLIMITED CUSTOM COMBO HITS!



First use the custom combo cheat detailed in the text above.




Then simply make sure your opponent never hits the ground!

# SURVIVAL MODE

So far we've only encountered this mode on the Saturn version, though there is a gap in the PS menu, indicating that it may be hidden. Survival Mode basically pits you against every single other Street Fighter in a one-on-eighteen battle to the death. You fight one round, and must try to work your way through as many opponents as possible, ending in Akuma. At the end of each fight, depending on your score for that round, you get some health back, but other than that you have just ONE ENERGY BAR to fight through the ENTIRE *Alpha 2* posse! This is the ultimate challenge for *Street Fighter* gurus! Are you up for it?!



Fight all 18 characters in a row with one energy bar!







With Shin Gouki survival mode is easy peasy!



Air fireballs are the key!

# ADDED EXTRAS



Finally, the home versions of *Alpha 2* contain two added 'extras' to amuse you in between scraps. The Saturn has an Illustration mode, containing 100 different pieces of *Street Fighter* art, all lovingly rendered in High Res, while the PlayStation has another Game Information demo. On the original *Alpha* it was *Biohazard* (*Resident Evil*) and *SF: The Movie*. This time it's *Breath of Fire 3*. Both extras are pretty cool, though it's unlikely the Game Information option will make it into the UK version of *PlayStation Alpha*. Not that it'll bother most of you, we imagine.



Both PlayStation and Saturn have instant original animation modes.



The Saturn has this mouth animation even when not in same character battles!




Oof! Here's two acres for you!

Evil Ryu's Firecracker.

## NEXT MONTH

So now you know what to expect from the home versions of *SFA2*. Of course, that doesn't answer the most important question – Is the game any good?! For that you'll just have to tune in next month for the full review. Or read this word: YES.




75% COMPLETE | SEGA SATURN

| | |
|---|---|
| RETRO COMPILATION | BY SEGA |
| DEC RELEASE | 1 PLAYER |

- ARCADE VERSIONS STILL KICKING ABOUT
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY - SEGA TEL: 0181 966 4620

Sega leap on the retro game bandwagon. And about time too! Finally their golden age coin-ops are coming to the Saturn. On one disc!

# SEGA AGES

**With a reputation for creating most of the best coin-ops ever made in the last 12 years, Sega would have been fools not to consider bringing their more legendary coin-ops to the Saturn. And sure enough, a few months back *Space Harrier* was released in Japan. Soon to be followed by *After Burner* and *Out Run*. For true fans of Sega's heritage, these titles are definitely worth snapping up. For your average gaming punter though, spending money on one ancient game, no matter how good it is, isn't the most tempting notion. Ah, but if all three games were on one disc that would be another matter. And that's what Sega are doing here in the UK! This is going to be a museum compilation to rival even those of Namco!!**




## FROM THE CREATOR OF VIRTUA FIGHTER 3!

Yes indeed. The original coin-op versions of these games were made by none other than Yu Suzuki, the man responsible for *Virtua Racing*, *Daytona* and the *Virtua Fighter* series. Even back then his titles were breakthroughs in 3D gaming, utilising Sega's then-brand-new Super Scaler sprite technology, which expanded the scenery as it got closer. A technique that's been replicated in a million games since!

## AFTERBURNER (1986)

The legendary aeriel shoot 'em up! *After Burner* is most memorable for being a completely insane experience. Rocking hydraulic cabinet, juddering feedback joystick and swarms of enemy fighters were the ingredients. Even without the cabinet and stick it's still insane – as rockets, smoke trails and explosions cloud the screen. Hit those After Burners, Tommy!




**The MegaDrive version was good, the 32X version was arcade-close. This is perfect!**




## OUTRUN (1987)

Forget *Daytona*, *Ridge Racer* and *Sega Rally* – this IS the most famous driving game ever made. Taking control of a Ferrari Testarossa, you race along twisting highways, overtaking cars and trucks while avoiding incoming traffic coming the other way. Hazardous roadside scenery made the whole thing a lot trickier – the most memorable of which was a series of rock arches that were probably meant to be a tunnel. To date there has NEVER been a decent home conversion of Out Run, so this is definitely the one to wait for.






**The original coin-op soundtracks are played straight of the CD.**

## SPACE HARRIER (1985)

The first of these compilation titles was also the first coin-op to feature a hydraulic cabinet! Without its famous interface, it's still a decent blaster. Hey, you wouldn't have the likes of *Panzer Dragoon Zwei* if it wasn't for this game! Basically, you steer a man around the screen, while he runs/ flies unrelentingly forwards. Shoot everything in sight and face big bosses at the end of each stage.







## NEXT MONTH... ARCADE PERFECT CONVERSIONS!

That's what Sega promise and from what we've seen we believe them. The games are being converted by hardcore fans of the originals who, Sega say, are sticklers for perfection. Jolly good show.

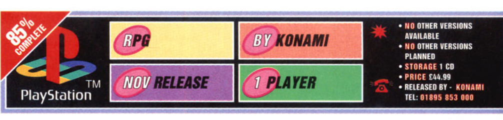


SEGA'S GOLDEN OLDIES COME TO SATURN!

COMING SOON


STINKY
...and stinky by nature.
Small on brains but big on flatulence, this pet will pounce on anything that moves.
"Quite simply one of the most beautiful games we've ever seen... THE adventure game of '96"
PC Gamer
Meet the Blubs: a mad family of pint-size aliens that have crash landed their spaceship in one of earth's filthiest dumps. You've got to help them repair it using nothing but trash, so they can return to their home planet for a much needed wash. However, they're also being pursued by the insane Khan and his gang of pissed-up thugs, who have a plan for total dump domination. It's time to get your hands dirty!
DOWN IN THE DUMPS
Haiku STUDIOS
© PHILIPS MEDIA
PC CD ROM, MAC and PLAYSTATION
PHILIPS MEDIA
THE RUBBISH GAME THAT ISN'T




**We know that some of you have been living for this day – when the UK receives its first quality RPG for the PlayStation. It's here: Konami's *Suikoden*!**

# GENSO SUIKODEN

**You bought your PlayStation to enjoy thrilling games that have a long term challenge. No doubt you want these games to look awesome too. To labour the point just one step further, you have every right to demand an incredible CD soundtrack. Well, Konami's Suikoden delivers all this. Incredible to think that some players still believe RPGs to be boring. In fact there's a case to argue that the best RPGs are in every way more impressive than most action games out there. We fully expect Suikoden to change a few opinions, and reward discerning UK fans with a fantastic new alternative to racing, fighting, and shooting stuff. Hurray for Konami!**





## GLORIOUS

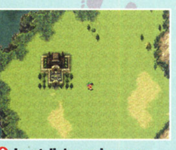
The PlayStation has enabled an absolutely gorgeous world to take shape. While not so splendid Squaresoft's *Final Fantasy VII*, which is still in development, *Suikoden*'s locations are exquisite in detail. This is immediately apparent from the reflective floor surfaces in the palace, and the beautific landscapes which surround the towns. As the adventure progresses, the locations become more exotic.



**Every character has their reflection mirrored from the shiny palace floor.**



**This fountain decorates the hero's home town. The water looks almost real.**



**Long distance journeys are depicted in this style. Again the detail is very fine.**

## RUNE SERVICE

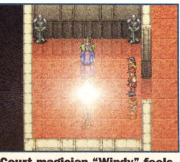
In addition to the 27 True Runes, there are many lesser types which serve to enhance weapons – or even people! These are discovered while travelling, or found on sale (for a price) at specialist shops. Runes impart magical strength to anything which is compatible.

## BOAR RUNE!



## GENSO LORE

Just to lure you in with some fairly awesome plot details: The story concerns itself with the existence of 27 powerful magic artifacts known as the True Runes. Very early on in the adventure the hero is burdened with the task of guarding one such article from falling into the possession of a witch. This rune, called the Cursed Rune, or "Soul Eater", creates terrible magic – fatal to innocent users. Unbeknown to the hero, one of his closest friends (Ted) is 300 years old (!) and has been hiding the gem from this witch for most of his life. A dramatic confrontation with the court magician reveals the witch's identity, which Ted barely survives.



**Court magician "Windy" feels the wrath of the Soul Eater, one of the True Runes.**



**Ted entrusts the main character (you!) with the safeguard of this mighty weapon.**



**The character Pahn uses his Boar Rune to perform Street Fighter-style combos on the enemy. PAFF! PAFF! POW! SMACK!**




This old lady hangs around, challenging people to gamble their 'bits'.




The more money you bet, the bigger the reward, and the faster the cups move.




It's possible to regularly save your position in the game, either by staying at an inn...



...making an entry in your diary (only when back home at the hero's residence)...



...or locating one of these crystal balls, which usually crop up before a major battle.

## PARTY ON

As many as 108 unique characters may join to help McDol Jr. fight the good fight. By establishing a Rebel Base, any interested parties can hang out until called into action. This also leads to the employment of court jesters to keep the troops entertained (otherwise they might not fight so well), and quartermasters who run the supplies more efficiently – meaning you can keep more food and weaponry in reserve. The travelling party amounts to no more than six, and it is these people who are arranged into an effective battle formation.




These poor fellers were originally beaten senseless by the hero's team, under orders.



Turns out there has been a mistake – they're on your side after all. Fight on!



Rescuing them makes you a friend of thieves, turning the whole empire against you!

## DRAMATIC BATTLE

Fights are relatively few at the beginning, compared to the popular Super NES RPGs, but when they happen it's pretty spectacular! Later on these events are much more commonplace. You will fear for your life, don't worry about that!



Select Free Will from the Fight menu and the party chooses the best attack.



You can also Unite a couple of characters to double the effectiveness of one strike.



Sometimes the view changes to an extreme close-up to see the attack hit home!



Fighters in the second row require long ranged weapons to attack, such as spears.



If infected by poison, your character has a little demon above his head.

## SOUL EATER DEVASTATION!!!



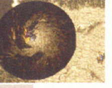
Ted surprises all by summoning the Cursed Rune's power. See the symbol above his head.



A dark magic begins to envelop the Queen Ant! She is powerless against it!



Awesome special effects depict the apocalyptic effects of the Cursed Rune.



The Queen is sucked into a vortex, as he screen bleaches out to nothing.

## TEMPORARY RUNIC POWER



Some Runes are limited in use, like these fire arrows, which are powerful enough to torch an entire group.




After these kind of attacks the user is left unbalanced, meaning they can only defend on the next turn.



Special effects like this are only the beginning.

## NEXT MONTH... EPIC!

*Once we've had opportunity to get deeper into the game, and sample more of the wonderful soundtrack and ambient special effects, we'll be able to provide the best review possible. Look forward to it!*







30% COMPLETE

| | |
|---|---|
| SHOOT 'EM UP | BY SHINY ENT. |
| APRIL '97 RELEASE | 1 PLAYER |

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - INTERPLAY TEL: 01628 423 666

**Recall the impact Earthworm Jim made on the 16-bit systems. Well, Shiny Entertainment are prepared to go 20 times better with their 32-bit debut!**

# WILD NINES

**A brand new 3D platform game is underway at Shiny Entertainment; one which introduces the concept of "Living Environments" , and will incorporate over 60, 000 hand drawn animations to bring its characters to life (*Earthworm Jim* uses around 3000). Once again it's all due to this inventive team's dedication to producing revolutionary graphics engines. Come April '97, the Saturn and PlayStation may never have had it so good. All that has been revealed so far is a tantalising video, shown behind the scenes at ECTS, and the screenshots we are about to explain here. Take your time reading this page, as the concept is amazing.**





## Wex

A teenage super hero, armed with a telescopic staff and 'The Rig'. Wex's staff is adapted for use as a pole vault across wide crevices, and as a martial arts weapon. But it is The Rig which Shiny are most proud of, using power beams to all manner of crazy effects: hooking enemies off their feet, and flinging them around; or unleashing the 'multiple torpedo blast', which fires three lightning bolts which home in on the enemy. By the way, Wex doesn't carry this thing around – The Rig is like a living thing which has wound itself around Wex's body like a Boa Constrictor. Strictly speaking The Rig isn't a gun, which is intended to keep concerned parents happy!

## HUGE IN SCALE AND SCOPE

Before blasting off about all the new features, bear in mind that this is basically an Earthworm Jim style scenario. There is a set path to follow, with strict routines to enable, and – from we can gather – the gameplay is 2D. BUT Shiny believe that what they have created is superior to *Mario 64*, and *NiGHTS* for the following:





Shiny have chosen to create the entire Wild Nines universe in Real Time 3D!!!



Wonder what this place will turn out to be?

## Wex's World

Shiny boast that the 3D world they have created is a "living environment", by which they mean Wex can interact with it. This feature is intended to be so intense that it will feel as though Wex exists within it. Reads like a load of hokum, but Shiny aren't in the habit of letting people down. In any case, the nine worlds should look incredible since they are all light sourced, and carefully depth cued (no clipping) to convey as much realism as is 32-bit possible.





## WEX YOUR APPETITE

We only saw a five minute sequence at ECTS, in which Wex battled a giant lava beast, dodging firey rain. It looked like a brilliant cartoon, we can only hope that the interactive element is as good. The tape also gave us a brief glimpse of "supreme baddie" Karn – a dark, sinister face which occupies ceiling space of two Soccer pitches in size, overlooking a holographic map. Creative Director Kevin Munroe told CVG that he wanted the last boss to be scary! Other, similarly mindblowing events are scheduled to include Filbert – an 8' 500lb frog with an electric tongue!



Whatever they're eating at Shiny probably has too many additives!

## NEXT MONTH... FAR, FAR AWAY...

**So far Shiny have been concentrating on the Saturn version of *Nines*, but they say the PlayStation version is coming along beautifully too. They have until April to finalise something which will blow our heads off. No doubt CVG will have progress reports before that time – so "more soon"!**

# In 2096 Having a Bomb Strapped to You is a Sport. (Want to Play?)

# BLAST CHAMBER™

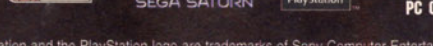
The 3-D Rotatable Deathmatch

60 3-D rotatable chambers: 20 multi-player action chambers and 40 one-player strategy chambers

A variety of obstacles such as spikes, trap doors, lava pits, and other deadly surprises make each chamber unique

Intense multi-player mode with up to four competitors, solo against computer opponents, or solo against the clock

Radical power-ups including magnetic boots, high jumps, psy-bombs, crystal magnets and more




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SHOOT 'EM UP

BY SHINY ENT.

NOV RELEASE

1 PLAYER

• NO OTHER VERSIONS AVAILABLE
• PLAYSTATION VERSION PLANNED
• STORAGE 1 CD

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# MDK

**If you think *Earthworm Jim* sums up Shiny Entertainment, prepare to be shocked to the core with their first PC title. They just redefined the whole 3D shooting thing from the ground up!!!**

**And here we were, thinking that the environments offered by *Quake* and *Duke Nukem* were the closest we could get to a virtual reality. Recently we have discovered an amazing new approach: *MDK*, from the genius team at Shiny Entertainment. Nobody is quite sure what *MDK* stands for just yet, but Murder Death Kill is the most appropriate we've heard so far. We asked David Perry to help explain the unique gameplay of his team's latest project, so this feature is the result of his kind assistance and our best attempt at conveying the excitement of MDK. All captions are by DP himself.**

## FREEDOM

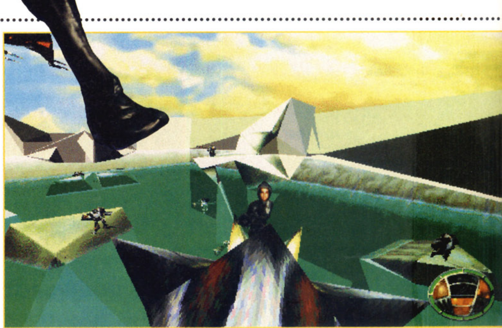
A brilliant new 3D engine has been created to enable the hero – named Kurt – to have complete freedom of movement through eight alien worlds. Most of the time Kurt is viewed from a third-person perspective, intended to keep players aware of his complex surroundings. From here you can appreciate it better when he cheekily hops onto the back of an enemy aircraft as it flies by, and uses it as a mobile sniper post while being carried to another part of the area. This freedom also extends to the enemies faced, as they continue about their daily business, as opposed to just hanging around waiting to shoot something. Not everything is out to kill, but it can be provoked!








**Here's Kurt as the player usually sees him. Motion capture will be used to enhance the realism.**



**"Kurt takes a ride on an enemy's space chariot. The enemies had better watch their heads!" – a feature Shiny don't expect most players to work out at first. Oops.**



**Kurt stumbles across a grunt heading for his space craft. One of the many differences in *MDK* is that the enemies are just going about their daily duties and not just waiting for you around the corner.**



**"Notice the bullet heading for the ship in the top left window."**



## VISION

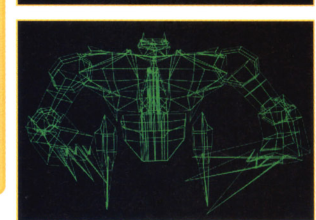
The new engine also enables the creation of wide open spaces, with a natural field of vision. Typically meaning that any object which passes through the line of sight can be observed from any distance, at an insane level of detail – with no pixelisation, or loss of speed. Shiny have named this technology 'ZOOMVIEW™'. To give you an example, there is a situation where observation posts a mile away are occupied by armed guards. From within Kurt's helmet, it is possible to focus in on them to stare them right in the eye – though they have no idea that they are being watched. This has a subliminal, unsettling effect too, as Kurt chancing a dash across an open space in the hope of not being seen is just pure tension!

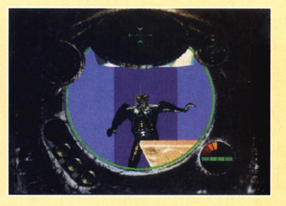


**"Shows the amount of colour that MDK can handle... running in high resolution."**



**"You have been spotted. Three enemy sentry fighters are here to greet you."**



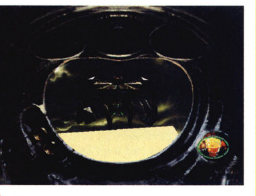


**You can see from this wireframe sentry how the collision points are so accurately mapped. You could fire a bullet through the gap on its hips if you wanted. But the idea is to get him in the eye!**

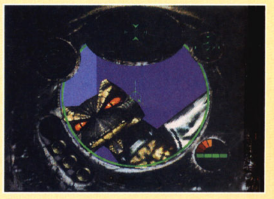
## PRECISION

Such attention to detail in a game is admirable, but it is the means to an even more incredible end. The facility to zoom in on an enemy is not just for examination purposes – in *MDK* the collision points mapped onto every object adhere to real-world expectations too. Instead of a bunch of clumsy blocks to register hits, whereby a shot which goes slightly wide might still score, the surface of any object in *MDK* is mapped out in detail. Meaning that shots can be so precise as to pass right through the gap beneath the arm, or pierce an eyeball, from up to a mile away!

**"Inside Kurt's helmet. Cameras attached to the bullets show their progress."**



**"You can see him, but you're so far away he can't see you."**



**An insane level of fidelity is used to describe every aspect of the game; from the inside of Kurt's helmet, to this weird lizard guy. The ZOOMVIEW™ technology makes the transition from distant to close in without a shudder, or loss of speed. And you can see the quality of detail and colour.**

## MINIMUM SPECIFICATION

It's safe to assume that, by the time *MDK* is launched this Christmas, the most common form of PC in the home will have a Pentium processor. In which case, EVERYONE will be able to play *MDK* as it was intended. But there's news just in of something which may interest even more of you reading this...

## MDK PSX

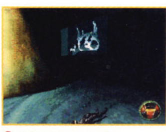
A PlayStation version of *MDK* has been confirmed, to be handled by an outside development. Incredible considering that the game benefits from a decent hard disk, and thus no pauses for loading time. However we are assured that Shiny wouldn't allow any conversion to compromise the quality of this game. If Shiny okayed it, we can expect great things.



**"Kurt's suit has built in chute ribbons to break his fall." This looks really cool!**



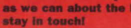
**"Soon they will discover that hiding behind glass was a tactical error."**



**"Back by popular demand, the famous Earthworm Jim cow."**

## NEXT MONTH... MORE DAPPER KOVERAGE!

**Expect to be amazed by our review coverage of PC *MDK* in the December issue of CVG. We're also trying to find out as much as we can about the PlayStation project, so stay in touch!**







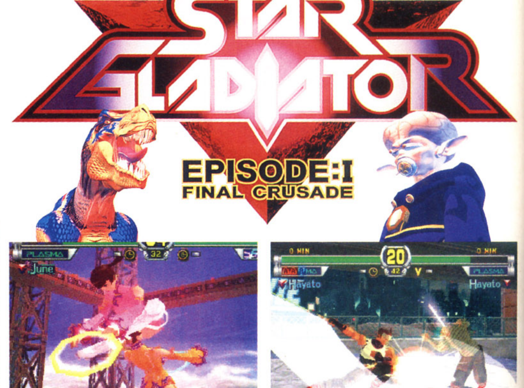







## Chances are, not many of you will have played *Star Gladiators*. Its only just come out in the arcades and already Capcom are putting the finishing touches to an arcade-perfect conversion!

**The PlayStation is rapidly shaping up to become THE platform to own for 3D polygon based fighting games. *Toshinden, Tekken, Tobal No.1* and in the not to distant future: *Kumite, Bushido Blade* and *Street Fighter 3D (Gaiden)*. But before then there's *Star Gladiators*, Capcom's first outing into the world of 3D beat 'em ups. Coded for the arcades on System 11 architecture, *Star Gladiators* makes use of some of the most impressive lighting effects and detailed backdrops you've ever seen! If you thought *Tekken 2* looked good, you ain't seen nothing yet!**




June wraps her legs around her opponents neck... then snaps their neck!

The lighting effects and transparencies are in a class of their own.



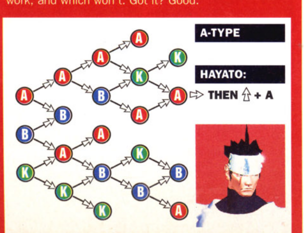






## PLASMA COMBOS!

To go with the innovative control system, Capcom have also introduced a completely new concept in combination attacks. Honestly! Its called the Plasma combination system and here's how it works:
Each character belongs to one of three different combination 'groups': A-Type, B-Type or K-Type. These groups are represented by a chain 'tree' as shown below. Each combination group has a different set of predetermined attacks that can be strung together without stopping, as shown in the tree. For instance, Hayato belongs to the A-Type Plasma Combo group, so could string together three kicks (K, K, K) or four A attacks (A, A, A, A) but NOT three B attacks. By looking at the tree and following the arrows you can work out which combination of button presses will work, and which won't. Got it? Good.




## FINAL PLASMA ATTACK!

From the tree you can work out which combinations of moves can be strung together and which can't. Obviously, the longer the combo, the greater the damage inflicted, so you'll want to be perfecting those 5 hit combos (the maximum number) that go all the way to the end of the chain. A working 5-hit combo for Hayato, for instance, would be BABBA or AAAKK.
Now, you'll notice that by certain final hits on the chain chart there are numbers. These numbers refer to specific characters, and if those specific characters use a chain combo that FINISHES with that attack (the one indicated by the number), it will be a Plasma strike! If a Plasma strike makes contact with your opponent it will stun them, and then by inputting a simple D-pad command (say up and A) your character will perform his/her FINAL ATTACK! These are awesome special moves that utilise dramatic camera angles, and must be seen to be believed! Confused? Don't worry, here's a run through of Hayato's Plasma combo and Final to clear things up!







Hayato performs his Plasma chain combo (1). After the last 'plasma' hit in the chain (2), Rimgall is stunned (3). Press Up and A to initiate Hayato's final attack.



Rimgall is helpless as Hayato leaps into the air..



...only to smash down with an unblockable blow!



Rimgall's outta here! Splendiferous!

# CHARACTERS THE STAR GLADIATORS

**HAYATO KANZAKI**
Born in Japan, Hayato is a bounty hunter hired to fight against the evil Empire. He carries a Plasma sword that can be doubled in size by simply tapping down three times, and has an incredible Plasma Final where he leaps through the air and cuts down on his hapless foe shouting 'See Ya!'.



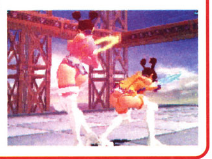
**GAMOF GOHGRY**
A Guardian of the woods, Gamof was born and raised on the planet of Derosa. Despite Gamof's big club (which he uses to bat opponents around the ring), he specialises in throws, and is notable for having one of the most spectacular Plasma Final's in the game.



**SATURN DYER**
Saturn is a street performer with a 500 IQ, though he uses those deadly yo yo's for much more than entertainment. Look out for his 'walking the dog' move where he cuts up through his opponents body Octopussy style!

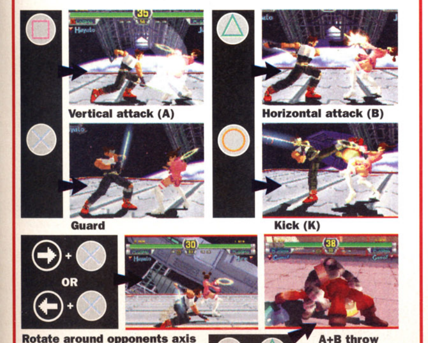


**JUNE LIN MILLIAM**
Apparently June is an abandoned English girl, though she looks a bit Eastern to us. She specialises in leg attacks and uses her hoop to good effect too. Watch out for her Plasma Final, where she raps her legs around the unfortunate recipients heads, before snapping their neck!



# LET'S GET HORIZONTAL

Rather than just opt for the same old two punches and kicks routine, Capcom have crafted an innovative new control system designed to fit the 3D gameplay of *Star Gladiators*. Your two main attacks are the horizontal strike and vertical strike, each using your character's weapon to attack at a different height zone of your opponent's body. The third 'kick' button is used for a quick weapon free attack that's useful for starting a combo or countering an opponents slower moves.




# THE FOURTH EMPIRE

**GORE GAJAH**
Gore is a wizard turned bad, who compensates for his weak physical stature by enlarging himself to a 50 times his normal size! He has a range of alien bubble attacks, and an excellent foot stomp for when he's giant! It hardly seems fair!



**RIMGAL**
A dinosaur hybrid who fights with a giant skull club. Rimgal can breathe fire, and specialises in Lei Wulong style 'lying on the ground' attacks. His Plasma Final sees him taking huge bites of his opponents ending up with a painful between the legs chomp!



**FRANCO GERELT**
A dandy Spanish cosmic matador who utilises a fencing rapier to deadly effect. Most of his attacks are based around fencing moves, particularly his Plasma Final in which he slices opponents before hurling them in the air, only to land right on his blade!



**ZELKIN FISKEKROGEN**
Zelkin is an arrogant bird-man who is remarkable among the Star Gladiators for being able to fly. He has a brilliant range of aerial attacks, including a spinning pile driver type throw where he lifts his opponents high up into the air before dumping them on their necks.



**VECTOR PX-02C**
A weapon of destruction created by the Fourth Empire, Vector is slow moving mechanical behemoth with a large range of projectile attacks. He may be cumbersome, but in the right hands he's lethal. Vector also has a cool Plasma Final where his hand turns into a giant comedy hammer which squashes his opponent.



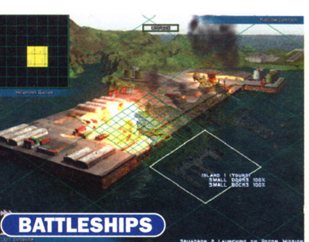

Capcom have spent a lot of time on June's, er, derriere.


Gore gets B.I.G.! Giant Gore battles are excellent!



## NEXT MONTH... OUCH!

We should have a reviewable copy of *Star Gladiator* with us for next issue, but believe us when we say this is shaping up to be something REALLY special. Can Capcom do for 3D fighters with *Star Gladiator* what they did for 2D fighters with *SF2*? Stay tuned.







BATTLE STRATEGY | BY NMS | NOV RELEASE | 1-8 PLAYERS (RISK) 1-3 PLAYERS (BS)

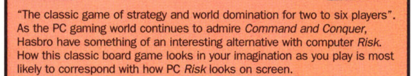
- BOARD GAMES AVAILABLE
- SATURN AND PLAYSTATION VERSIONS PLANNED
- STORAGE 2 CD
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# Board games on PC seem like a crazy idea. That's until you see what Hasbro have done with two of their classic titles.




**At long last a major games company has had the good sense to identify the essence of a great board game, and look at a way of expanding the idea for the video game platforms. Games like *Risk* and *Battleship* have been provisionally 'playtested' by millions since their introduction many years ago. What's needed now is to expand on their appeal by introducing situations that only computers are capable of. Talented design team NMS (*Tilt*) have been hard at work updating Hasbro's flagship titles for the PC, and soon to be Saturn and PlayStation.**

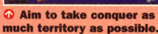




## RISK

"The classic game of strategy and world domination for two to six players". As the PC gaming world continues to admire *Command and Conquer*, Hasbro have something of an interesting alternative with computer *Risk*. How this classic board game looks in your imagination as you play is most likely to correspond with how PC *Risk* looks on screen.

We're assuming most people reading this have played *Risk*. But for those who haven't, the simple premise is this: each player represents the general of a continent, whose role it is to utilise cunning military strategies to conquer other territories while fulfiling the an objective stated on his Mission Card. First person to do this wins.

**Aim to take conquer as much territory as possible.**



**Assign different garrisons to carry out specialist attacks.**

### COMPUTER ENHANCED RISK

In a computer environment weather conditions can be simulated which affect the performance of troops. There is also terrain to consider, in the form of fortifications and cities. Disease might cause problems too since Hasbro have introduced Pestilence into the proceedings. And all of the battle scenes – cannons firing, cavalry charging, and so on – are depicted as high resolution, motion-capture sequences for each player. You may even find yourself being offered advice from Napoleon himself. Excellent! This all makes for a promising one-player game, but a 'slave' disc will allow one copy of the game to support an eight-player Local Area Network game. Plus Hasbro are negotiating deals with major internet providers to allow for full-on 'Cyber *Risk*'. We think this title, especially, is going to be really hot this coming Christmas!



## BATTLESHIP

Surely one of the most basic of pencil and paper games next to noughts and crosses. It translates into a pretty basic board game too, where players take turns calling out co-ordinates in the hope of nailing an opponent's little fleet. Everyone knows *Battleship*. But not, we assure you, quite like this...



**Observe as your torpedo pierces the side of a cruiser!**



**CG sequences are displayed as you plan strategies on the grid.**

### COMPUTER ENHANCED BATTLESHIP

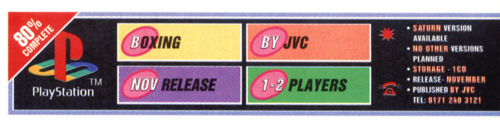
An astounding graphical and sonic event, plus a fantastic interface designed to lure players into the depths of one amazing adaptation – *Ultimate Battleship* is looking awesome! The 10 x 10 grid, basic version of *Battleship* is included for the heck of it, but the real deal is 64 times bigger and complex. Instead of one fleet, players are in command of many, which can be viewed from any distance and any angle. To get a bearing on the enemy's position, reconnaissance aircraft can be launched, sending back radar scans of the battle area. Yes, aircraft carriers may launch aerial attacks, and there are land based artillery units too. Every event which transpires is depicted as an impressive CG sequence, all of which are relevant to the game. For example it helps to know that your base is under fire, right! Similarly there is time to breath a sigh of relief when your squadron of jets make a safe landing. All this in real time, and against up to three internet or local networked players!

## BOARD OF EXAMINATION

No doubt you're feeling pretty sceptical about these games. We were too. But you have to see them in action to appreciate how – for the first time – recognised classic games have been given new life through the computer. The guys at Hasbro have a very big clue what they're about, and appear very excited about these two games. We think you should be too. Reviews next issue.

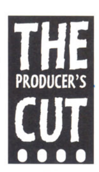

SHERIFF'S REPORT
TYPE OF CRIME
Criminal Damage
APPARENT MOTIVE
Unknown
DETAILS OF SUSPECT(S) - NO. - SEX - RACE
One - White - Male
TRADEMARKS - DISTINGUISHING FEATURES
African mask. Springs on heels.
VEHICLE(S) USED BY SUSPECTS
n/a
BOOKING NO.
0005769
CHARGE
—
NAME OF VICTIM / PERSON REPORTING CRIME
Podborsky, Steven
LOCATION OF OCCURENCE
89, Holt bvd.
DATE AND TIME OCCURED
08.08.96
TYPE OF PREMISES
toystore
INVESTIGATING OFFICERS
VICTIM'S OCCUPATION
Store owner
ADDRESS
as above
FURTHER INFORMATION
—
Suspect seen entering premises shortly before closing.
Using sprung shoes he proceeded to launch himself around the toystore jumping on boxes and crates in the store room before stamping on and squashing toys. Particularly skunks, frogs and pigs. When challenged by officers in attendence, suspect shouted 'Uga Buga Buga' before decapitating the toys. Suspect insisted on being called 'Crash Bandicoot' and claimed that an evil scientist was out to get him. Five officers were required to restrain him. Store owner estimates several thousand dollars damage had been caused. Some furry animals have been removed for forensic examination. Suspect currently held in cells.
CRIME CLEARED BY ARREST YES NO
SUPERVISOR APPROVING - SERIAL NO.
DATE AND TIME PRODUCTED - DIV. - CLERK
EVIDENCE
SEALED BY Jones
SERIAL # 0005769
DIVISION W/SIDE
DATE 8/8/96
DO NOT BREAK SEAL
EXHIBIT 2A
EXHIBIT 30 B
EXHIBIT 9Q
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION






**We've seen every type of martial arts immortalised in a video game. Now, for the first time in the UK, boxing makes a dramatic appearance.**

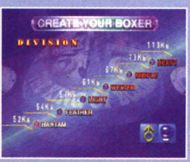
# VICTORY BOXING: THE PRODUCER'S CUT



**Wow! We thought this game looked great on the Saturn, look what JVC have done with the PlayStation! It has been approximately a year since *Victory Boxing* received a pat on the back from CVG. Natural control and a vast library of techniques for each fighter, plus the way that training noticeably improves performance, help rank *Victory Boxing* as a prize fighter. One year later and JVC have a PlayStation version which doesn't just look superior, but weighs in lean and mean with a host of new features.**

## FLOAT LIKE A BUTTERFLY

Unlike the Saturn game, all fighters in the *Producer's Cut* are motion captured. This has allowed the development team to concentrate on authenticity of movement, to such a degree that a novice fighter looks awkward compared to the fluidity of a champion. Their build also affects their style, so Heavy weights are distinct from Bantam weights in style as well as size.










## STUFF OF LEGENDS

By developing your fighter's prowess, and becoming perfectly in tune with his/ her unique skills, there is an opportunity to become a boxing legend. You might expect that the game is over once the Championship Belt is won, but that's not how it is in real life. So JVC leave the game open so that past foes, and even newcomers, are always challenging for the belt. Another way to become a legend is to rise to glory in an unprecedented short time.

### IN COMMAND

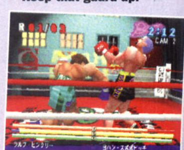
A high degree of control is given to the boxers, with every button on the PS controller used to keep players in touch with the action. Shoulder buttons are used in conjunction with the main action buttons to perform uppercuts, body blows, jabs – the full range. Defence is just as important of course, and fighters may duck and weave around as well as just blocking punches.



Dodge and weave punches.



Keep that guard up!



WHAM! An overhead smash!



Rising uppercut to the chin!

## BUDDY THIS IS YOUR CHANCE!

When big fights are staged boxers are carefully matched to ensure a fair fight. This is the job of the promoter, who, knowing his champion well, studies the field to make a matchmaking decision. A confident fighter may wish to challenge somebody regarded as way superior, in order to scale the ranks quicker – become a legend. Or he/ she may wish to take on a couple of fights just for experience. Just like real life, your promoter provides background on each fighter so that you can prepare in the gym.




Eventually your boxer's face fits here.



Quick knockdowns could make you a legend.



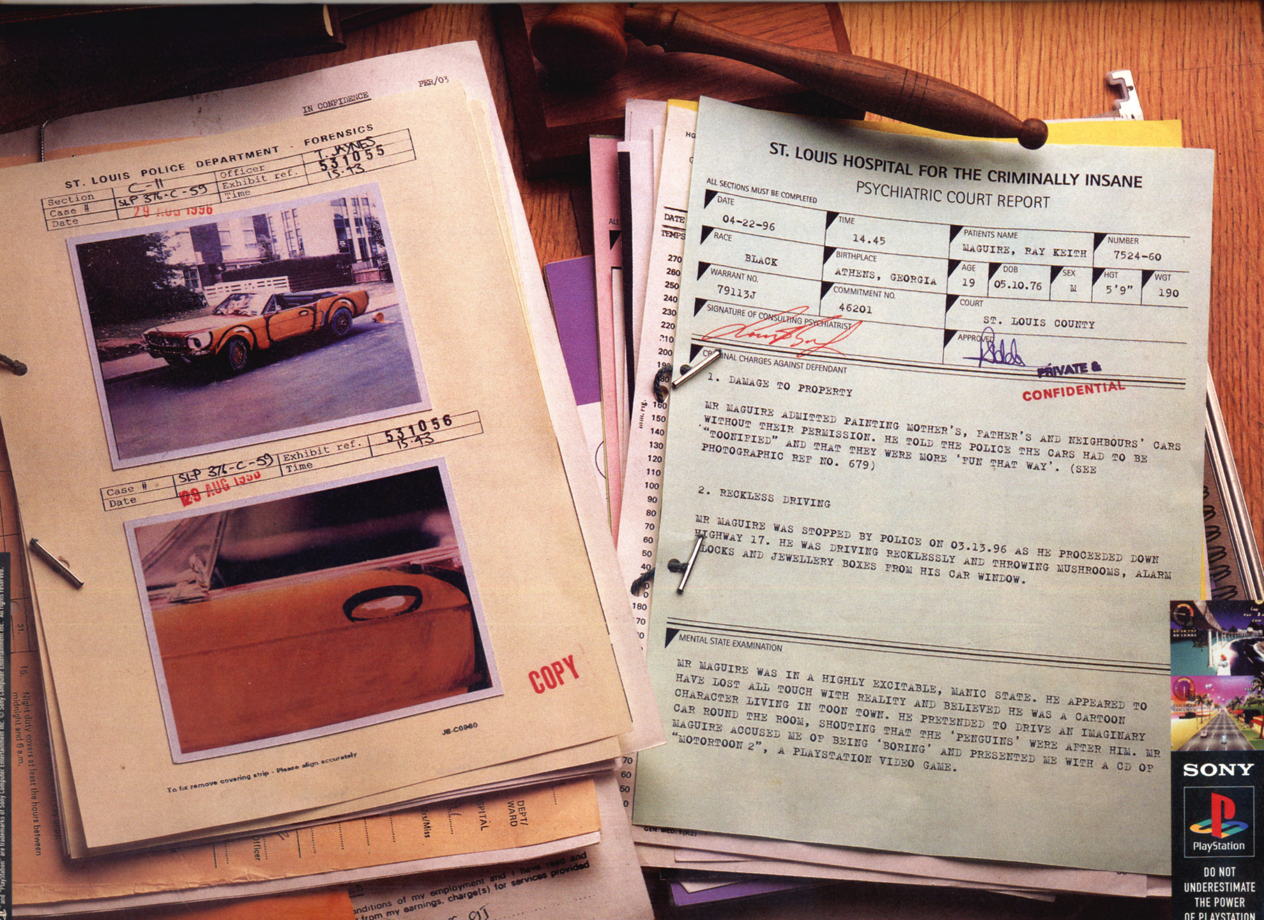
So might performing backflips when you win.

Prince Naseem is known for his taunts.

## NEXT MONTH... THE BIG FIGHT!

*We're fastening our knuckle bandages for a full-on Victory Boxing session n°ext issue. We're expecting to find hidden characters, and loads of secret hints to pass on to budding champs.*





IN CONFIDENCE
PER/03
ST. LOUIS POLICE DEPARTMENT - FORENSICS
Section C-11
Case # SLP 376-C-59
Date 29 AUG 1996
Officer T. JAYNES
Exhibit ref. 531055
Time 15.43
Case # SLP 376-C-59
Date 29 AUG 1996
Exhibit ref. 531056
Time 15.43
COPY
JB-C0960
To fix remove covering strip - Please align accurately
ST. LOUIS HOSPITAL FOR THE CRIMINALLY INSANE
PSYCHIATRIC COURT REPORT
ALL SECTIONS MUST BE COMPLETED
DATE 04-22-96
TIME 14.45
PATIENTS NAME MAGUIRE, RAY KEITH
NUMBER 7524-60
RACE BLACK
BIRTHPLACE ATHENS, GEORGIA
AGE 19
DOB 05.10.76
SEX M
HGT 5'9"
WGT 190
WARRANT NO. 79113J
COMMITMENT NO. 46201
COURT ST. LOUIS COUNTY
SIGNATURE OF CONSULTING PSYCHIATRIST
APPROVED
PRIVATE & CONFIDENTIAL
CRIMINAL CHARGES AGAINST DEFENDANT
1. DAMAGE TO PROPERTY
MR MAGUIRE ADMITTED PAINTING MOTHER'S, FATHER'S AND NEIGHBOURS' CARS WITHOUT THEIR PERMISSION. HE TOLD THE POLICE THE CARS HAD TO BE "TOONIFIED" AND THAT THEY WERE MORE 'FUN THAT WAY'. (SEE PHOTOGRAPHIC REF NO. 679)
2. RECKLESS DRIVING
MR MAGUIRE WAS STOPPED BY POLICE ON 03.13.96 AS HE PROCEEDED DOWN HIGHWAY 17. HE WAS DRIVING RECKLESSLY AND THROWING MUSHROOMS, ALARM CLOCKS AND JEWELLERY BOXES FROM HIS CAR WINDOW.
MENTAL STATE EXAMINATION
MR MAGUIRE WAS IN A HIGHLY EXCITABLE, MANIC STATE. HE APPEARED TO HAVE LOST ALL TOUCH WITH REALITY AND BELIEVED HE WAS A CARTOON CHARACTER LIVING IN TOON TOWN. HE PRETENDED TO DRIVE AN IMAGINARY CAR ROUND THE ROOM, SHOUTING THAT THE 'PENGUINS' WERE AFTER HIM. MR MAGUIRE ACCUSED ME OF BEING 'BORING' AND PRESENTED ME WITH A CD OF "MOTORTOON 2", A PLAYSTATION VIDEO GAME.
DEPT/ WARD
SPITAL
Officer
Night duty covers at least the hours between midnight and 6 a.m.
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION






CORRIDOR | BY INTERPLAY | NOV RELEASE | 1 PLAYER

• NO OTHER VERSIONS AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE 1 CD
• RELEASED BY INTERPLAY TEL: 01235 821666

"Corridor" game fans are currently looking forward to *Dark Forces on the* PlayStation, but this could well steal its limelight!

# DISRUPTOR

**D*oom* may be one of the greatest games ever, but the actual game engine of it all is very dated these days. In case you've never noticed while busy blowing away imps, you never get one floor above another, you never get sloping floors or walls, and you could never jump. Thankfully, *Disruptor* is well up-to-date, featuring all of these things! And if you're wondering how the game came to be almost finished before we told you anything about it, it's because we didn't know anything about it either!**

## MY BRAIN HURTS!

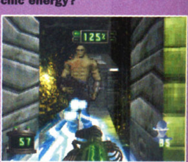
One of the original features of *Disruptor* is that the main character can use special psychic abilities as well as massive futuristic weapons. In the bottom-right of the screen is a ghostly head which shows how much psychic power you currently possess, and by pressing one of the buttons you can use one of your special brain powers.



**POWER DRAIN**
**This only uses a small amount of your energy, but the glowing balls attach themselves to an enemy and stay there, sapping their powers.**



**PSYCHIC HEAL**
**Whenever you get low on health, use your psychic powers to heal yourself. It takes a bit of thought though *-* which do you need more: health or psychic energy?**



**PSYCHIC ATTACK**
**This fires an arc of glowing psychic power straight ahead, though it only goes a few metres from you before returning. Enemies touched by this power are damaged severely.**

## BANG BANG, YOU'RE DEAD!

As you'd expect from a first-person perspective "corridor" game, you start off armed with just a small single-firing pistol (or an 18mm Semi as it's known in *Disruptor*). But before long, plenty more futuristic weapons become available. Here are the one's you'll come across in the first five practice levels. Later on you'll get smart bombs, multiple lasers and giant plasma guns!

## ♫♫ MOODY MUSIC! ♫♫

One of the things we noticed most when playing *Disruptor* is the music. It plays away quietly in the background, adding atmosphere, then suddenly becomes really fast-paced and threatening as you get into trouble! This technique is used in games like *Magic Carpet* and *Dark Forces* already, and *Disruptor* proves exactly how effective it can be in increasing the movie-like feel of a game.

### 18MM SEMI

The standard slow-firing, weak pistol which you start with. Once bigger weapons are collected, you'll never need to use it again, unless you become desperately low on ammunition.





### 18MM AUTO

This is just like the standard 18mm Semi, even down to using the same ammo, only it fires more than twice as quickly, making it very useful for taking the early baddies down. Thing is, it cuts right through ammo supplies.

### LOCKON CANNON

Fires slow-moving explosives at any targets in front of you. The bombs take time to go off, but point it at something you don't want to be in front of you, and press the fire button to remove it forever!



### STICK

When you see this, you know you're in trouble! It means that you're completely out of ammunition and you now need to get through the levels by bashing baddies on the head with this stick! Just run away and get some more ammo!



### PHASE RIFLE

While it looks really powerful, it doesn't do as much damage to the bigger enemies as we'd like! It's slow to recharge after each shot is fired, but is very handy for taking out long-range enemies who can't hit back!



### AM BLASTER

A useful weapon this, as it can be fired one barrel at a time, or charged to fire an extra-powerful shot! Not particularly quick, but fairly powerful, making it one of our favourite choices. It's like *Doom*'s shotgun, you see.



## SET PHASERS TO STUN!

It looks pretty promising, doesn't it? There's not long to go before *Disruptor* is completely finished, and as soon as it is, we'll be reviewing it, as you'd expect.










**When the creators of *Landstalker* release a new RPG for the Saturn, gamers across the globe take notice. And well they should, because developers Climax are the SquareSoft of the Sega world!**

# DARK SAVIOUR





**At the end of August this year, Japanese gamers could finally go out and buy one of their dream titles. You see, our Far Eastern friends love role-playing games and there's a severe lack of decent ones available for Saturn. So when the coders of *Landstalker* come out with an all-new 3D adventure, you know you're in for something special. And indeed, you'd be right. *Dark Saviour* mixes polygons and sprites to create a stunning gaming environment and throws in some traditional *Landstalker* gameplay. The result? A H-U-G-E RPG with tons of challenge!**



## THE HYPEREAL VIEW

Although the game is played out for the most part in isometric, you can hold down the left shoulder button in order to twist the view about. The right shoulder button scrolls the landscape around a bit. Alternatively, you get an easier way of looking around if you use the analogue pad on your *NiGHTS* controller!

**Pah! Nothing going on here and there's nowhere to go!**



**But wait! By twisting the view, you can see your exit!**

## KILL! MAIM! CAPTURE!

It's *Street Fighter*, RPG style! Combat in *Dark Saviour* is a most honourable one-on-one affair, replete with various attacking strikes and super-moves! Wear down your opponent's energy bar over three rounds and close in for the kill. Double your points by using the hidden "capture" method to enslave your foe and you can add them to your team, using them and their abilities as you see fit!



**Everyone has their own power-up super-attack. Charge up your bar and let rip for super-damage!**




**There's something of an art to capturing your opponents, but every-one you fight in the game you can control!**



**The hero, Ryo-Yo has captured the second boss, Bios (a huge bear) and here, you're con-trolling him!**




**Various secret bonuses yield extra points. Start a fight whilst carrying an object for a bizarre bonus.**

## HOW BIG?!?

*Dark Saviour* is a big game. Very big. The initial escape from the ruined boat scenario takes around half an hour to play through thoroughly, and this accounts for around 10% of the first level. And there are ten levels, with multiple routes through. That's how big this monster game is.



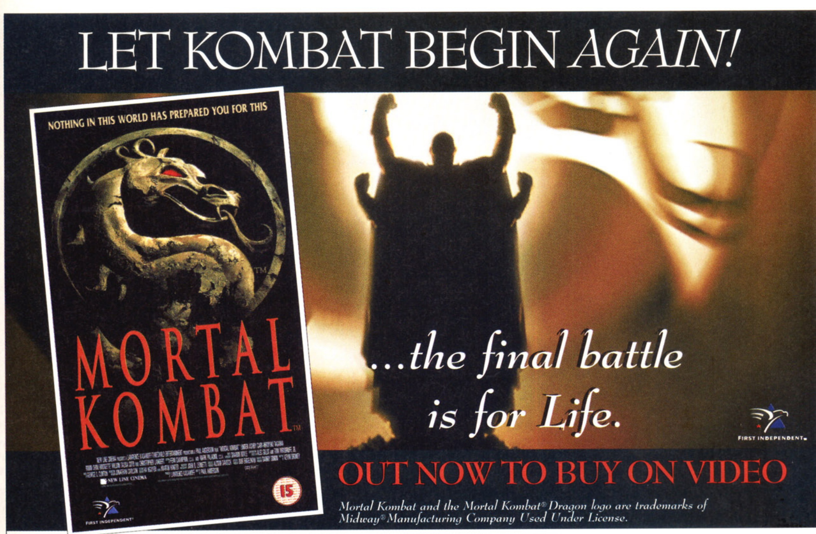




## SAVIOUR FOR LATER

As there is no set release date for *Dark Saviour* in the UK, CVG coverage may well be slight over the coming months. But you can guarantee that we'll update you as we get a final UK version.




LET KOMBAT BEGIN AGAIN!
NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS
MORTAL KOMBAT
...the final battle is for Life.
FIRST INDEPENDENT
OUT NOW TO BUY ON VIDEO
Mortal Kombat and the Mortal Kombat® Dragon logo are trademarks of Midway® Manufacturing Company Used Under License.
AVAILABLE FROM GAME AND ALL GOOD VIDEO STOCKISTS




**The time: 9pm one Wednesday summer night. The place: the Shoot 'n' Surf CyberCafe, New Oxford Street, London. The event: the first videogames challenge, orchestrated by me: The Master! All hail and tremble at my terrible might and let there be no doubt about *my* skills.**

# QUAKE CHALLENGE!

**The game upon which I based my first challenge is id Software's finest hour: *Quake*. My objective was to expose the pathetic bunch of miserable cretins known as "CVG" by matching them up against far superior odds in the *Quake* arena... for they would be actually playing against people *who were good at games*. My first challenge was to pit the scrawny ones against Shoot 'n' Surf's finest in a teamplay scenario. And therein lied my first problem. The S'n'S guys managed to gather a team of seven - the CVG imbeciles numbered only four, plus Radion Automatic (aka Mr F***er). Apparently Primate-Boy Phil Dawson and retarded art editor Jaime Smith had consumed too much Tizer the night before and were thus unprepared for the event. Realising that it was down to me to even the odds, I recruited ex-MAXIMUM staff writer Daniel Jevons to join the fray. That left one gap. Unfortunately, since my plans for world domination excludes the concept of friends and friendship, it was down to me - The Master - to join forces with the deluded cretins. Little did I know that my arrangements handed CVG victory on a plate. Bah!**

## PREPARATIONS

Having just finished putting together an "issue" of their idiotic fanzine, the CVG lads had all day to practice on *Quake*. Village idiot Tom Guise put in the most practice and managed to perform worse than ever he had before - an achievement I found highly amusing. His pathetic, strangled squeals of "But I've got a ping of 98!" amongst others helped pass the time. Scorelines like 20 to -11 confirmed my theory that when it came to games, Guise was frankly absurd. The editor, Paul Davies, was conspicuous by his absence. He had not joined in the Tizer consumption the previous night but was presumably resigned to the pasting he was going to get - hence his lack of practice. Layabout Mike Newson's preparations for the coming battle were highly original: he spent three hours before the challenge next door in a grotty establishment known as the City Pride, downing many pints of Dr Pepper before joining us at Shoot 'n' Surf.

## CHALLENGE #1: THE TEAM MATCH

The EMAP team chose red costumes (perhaps brown would have been more appropriate), the Shoot 'n' Surf guys yellow. Despite my temporary joining of forces with CVG I was confident that humiliation would be meted out in double-quick time. Before the match I spotted some pre-carnage nerves on the part of Paul. Tom Guise - the so-called "Tominator" - took his seat with an audible "squelch".

The beginning of the match went as I expected. The CVG fools spent as much time shooting at each other as they did at the opposition and even then, the hit rate was particularly miserable.

However, I am The Master, and as such felt I had some kind of responsibility in helping the poor fools out. My protege Jevons was racking up the frags left, right and centre and I too was enjoying the carnage, ripping the yellow scum to shreds!

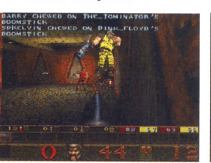
To be honest, even with all my power on their side, the CVG miscreants should have lost. The Shoot 'n' Surf players actually employed tactics, leaving guards at the rocket launcher, thus denying the CVG team access to it. When the final scoreline appeared (EMAP 437, S'n'S 435), it was a vindication of my power - the CVG fools had been entirely overwhelmed and only the skills of myself and the brain-damaged Jevons had won the day. The EMAP team won by two frags - a slim victory considering the 872 kills in total. A look at the top of the score table confirmed the achievement.




A sad exclamation of "Mother" as rocket after rocket rains in on Paul Davies' sorry rear.



A massive Shoot 'n' Surf rocket onslaught is challenged by the "might" of Lomas'... axe. Hmm.




Ed's shotgun is much like the imbecile himself: a small bore. But it does the job here.




Final scores: a better overall score for Shoot 'n' Surf - but Jevons and myself win it for CVG.

Jammy Jevons had somehow prevailed and even I - The Master - had to make do with second place. The fact that just about all of the CVG lurked at the bottom of the table speaks volumes.

## CHALLENGE #2: THE FREE-FOR-ALL

My performance had been acceptable in the first round, but Jevons knew as well as I that the only reason he had prevailed over me was the fact that the CVG lemmings were drawn to walking in front of my gun, thus cutting me off from precious frags. In the second contest, there was no teamplay. It would be a free-for-all, with everyone a viable target. I would show them the power, oh yes!

Choosing the second shareware level, Castle of the Damned, the action was unbelievably intense. Fourteen players running around unchecked created a veritable warzone and I - The Master - was in my element. To begin with there were rivals. CVG's gorilla-like designer, Mike Newson, had a flukey run at the top of the table, fuelled by a soft drink-induced frenzy that was fairly remarkable. Then one of Shoot 'n' Surf's managers, "Tony" managed an almost interesting run at the top, matching me frag for frag for around... oh a minute or two. That must have been before I gunned him down repeatedly like a stinking pig.

But at the end there can only be One Master. Not only had I achieved victory




"Tony" from S'n'S takes an early lead as I indulge in handing out some devastating put-downs.




Lomas enters a warzone as "Tony" (in white) unleashes loads of rockets. I am winning though.







**Low on health, Lomas still manages to destroy two foolish miscreants with one grenade.**




**"Tony" and the rest are dispatched by the unstoppable might of the Master! Ahahahaha!**

by a considerable margin, but I was also heartened to see that Davies and Guise had enjoyed a veritable nuclear disaster of a game, securing a paltry 34 and 31 frags between them. Yes, Guise had come last - just as I had commanded. Jevons too had been put in his place with a highly underwhelming 67.

Perhaps it was my instinct for knowing when the Quad Damage was respawning, allowing me to score at least eight frags in as many seconds (repeatedly). Yes... perhaps it was that. What is more likely is that my skills are beyond compare, my power undiminished! Let there be no doubt - I had achieved a crushing victory of unprecedented skill with a clear 12 frag lead over the nearest competitor! Ahahahahahaha! I AM SUPREME!!

## CHALLENGE #3: THE MASTER NO MORE

Despite the humiliating victory imposed on them by The Master, the assembled throng still clamoured for more. Having dispatched one of my lackies to collect my champagne bounty, I decided to sit out the final bout and watch the fools battle it out for my amusement.

With my undeniable skills out of the fray, even the stunted Guise had a chance. The battle began in earnest, with Ed Lomas (aka Pink Floyd... hmmmm) running about gaining an early lead. From there on in, Shoot 'n' Surf's "Tony", the runner-up in the previous game took the game over. However, the redoubtable Jevons had obviously been watching The Master at work in the previous epic and copied my tactics of locating the Quad Damage, finding a big open room and letting rip. Whereas I had to collect the Quad in a densely packed room, Jevons had the advantage by picking it up from a secret area in this new level, near an armour power-up and the chain nail gun! With all of these advantages, Jevons was unfortunately quite unstoppable and won comfortably.

This was a most undesirable turn of events, made all the more damning by the relatively good performance of Lomas, Davies and even ... Guise. My plans for his utter humiliation had been temporarily thwarted. And ironically, it was my own laziness in participating that had cost me this most prized of victories! Fuming at this final defeat, I left the establishment in disgust. But I would be back. Oh yes, I would return... with an all-new scheme to bring about the degradation and final defeat of the CVG "posse"...




**Lomas takes an early lead by getting the rocket launcher and lurking at the top of a tower...**



**"Tony" from S'n'S takes the lead ahead of the snivelling Lomas as Jevons wilts totally...**



**Thanks to repeated use of the Quad Damage, Jevons makes a come back. How revolting.**




**The final result. "Tony" is actually 'The Master No More' - runner-up to the filthy scum Jevons.**

## WANT TO PLAY QUAKE AS IT SHOULD BE PLAYED? HERE'S HOW!

Hey, maybe you'd like to have an ego as large as The Master's. The way to do this is simple: get a bunch of your mates together and haul ass down to Shoot 'n' Surf, London's premier "CyberCafe". And then beat all-comers repeatedly in DeathMatch *Quake*.

At this fine establishment, located at 13 New Oxford Street, you can take part in enormously violent *Quake* games, with up to 16 players! The costs are pretty good: £5.00 per hour (with a free hour on top if you have last month's CVG).

Look - the whole reason *Quake* was awarded a Revelation award last month was mainly down to the fact that as a network game it's one of the most unique, exhilarating experiences you can get. Unfortunately, to really appreciate it you need to connect up 16 PCs, you need around £20,000 worth of equipment. And that's what Shoot 'n' Surf have got.

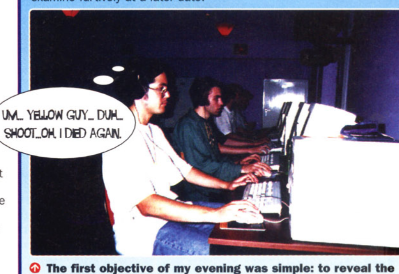
So, as we said, get your sorry behinds down there as soon as possible and demand some network *Quake* action. If you have a large party, 'phone ahead on **0171 419 1183**. Oh, and tell them we sent you.

## MANY THANKS TO...

CVG would like to extend some measure of appreciation to Tony and Kelvin - the two managers of Shoot 'n' Surf, for helping us to set up this challenge and being great hosts. Until they called us girls and we had to thrash them at *Quake*. If you haven't got the message by now - **GO TO SHOOT 'N' SURF AND PLAY SOME NETWORK GAMES!** It's really quite cool.

## THE EYE OF NEWSON...

The CVG fools demanded some kind of visual record of their humiliation, so I dispatched my slaves Lomas and Newson to purchase a "camera" and take some "photographs" for me to examine furtively at a later date.



UM... YELLOW GUY... DUH... SHOOT...OH, I DIED AGAIN.

**The first objective of my evening was simple: to reveal the severe lack of gaming prowess possessed by Tom Guise...**



**Semi-skilled Lomas' efforts are ruined thanks to a cunningly placed, very sharp spike.**



**A quartet of PCs - ten more are linked together for the ultimate *Quake* challenge! Ahaha!**



**The Shoot 'n' Surf team (well some of them) prepare to crush the snivelling CVG fools!**



**The hideous "Manual" Daniel Jevons performed well, but wilted under my skills!**



**A sad day for "Grover" - the chosen alias of the sad, skill-sapped Davies.**

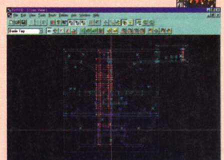



**Another of my slaves is dispatched to receive my winnings. Let there be no doubt!**

# QUAKE GIBLETS

HI! I'M ED! AND THESE ARE MY GIBLETS!

**Some people are complaining that *Quake* is "just *Doom* with better graphics". This distresses us, as it means they are missing the whole point of the *Quake* experience.**



**For a start, if you've got a PC and you haven't got a modem yet, this game is the perfect excuse to spend about £150 on one, so that you can play 16-player deathmatches against the whole of the world, as well as get easy access to loads of game-enhancing patches and programs. Here are a few of the newer programs and home made add-ons, as well as an explanation of exactly how to connect to a Quake game elsewhere in the world.**

## CREATE YOUR OWN GRAPHICS!

Now that Quake's been available for a few months, the complex editors are now being simplified to a level which normal people, like us, can use. QUAKEME is a really easy to use texture editor, letting you create your own characters in minutes! Simply use the program to view the texture for one of the models in the game, export the texture as a .BMP file, and edit it in any graphics program, like Paint Shop Pro. Once you've finished scribbling, simply import it to a model, save it, and run it in Quake as you would any other! Using this program, Ed managed to change all of the Grunts in the game into Pink Floyd T-shirt wearing undead Lomases! Just look at these pictures to see how terrifying it truly is to find 10 Eds staggering towards you at once!



**By far the most terrifying demon in *Quake* is the Ed Lomas. It talks about games non-stop.**

## CREATE YOUR OWN LEVELS!

There are a few level editors already available for Quake, with more being worked on as we write. Doom's level editors (the most popular was DEU 5.21) took a bit of work to get used to – it took Ed months to finally create his first level – but enabled players to make levels as good as the original id episodes. There are already hundreds of Quake levels available free, and with one of these editors, you can get to work creating your own.



**Here is one of the first levels made by the creator of THRED, a new level editor which is claimed to be easier to use than any Doom editor. The level itself is incredible, featuring a boat in the lava which moves downstream into a cavern!**

## PLAY DEATHMATCH WITH NO FRIENDS!

Ever since *Quake* first appeared, there has been talk of people creating intelligent computer players called *Quake*bots. In this patch, a simple button press is all that's required to create yourself a co-operative game partner who will search out ammo, weapons, and other items; will shoot enemies with you; will come to you if you get lost; and generally be very intelligent indeed. In fact, you can create an entire army to go around with you! Also, you can start a deathmatch game, tap the key, and hey presto – four computer-controlled players! They all have their own names and abilities, and play very much like real players would, making it the perfect way to practice for real deathmatches! Get everything on this page from ftp.cdrom.com/pub/quake.



**If you've got a nasty enemy up ahead, make your clone do the work!**



**Here, your other three team members take on the Shambler!**

## PLAY DESCENT-QUAKE!

This patch adds loads to the basic *Quake* game! In the giant level included with the patch – The Hangar – players can find small spaceships sitting around. By getting in them, players can fly around the levels like *Descent*, gunning everything down with either machine guns or the missile launchers attached! It's also possible to eject from your ship at any time, which is very useful for when your ship is shot to bits and is about to crash! This patch makes deathmatches a real laugh and is really quite good fun even for the real one-player game! Get it now!

**The patch also adds a new weapon – the Stinger Missile Launcher! It's got a laser locking target site, making it excellent fun.**

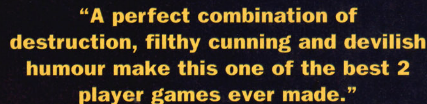


## THE NET DON'T WORK

A few people have had problems working out how to get *Quake* working on the internet and are getting desperate for hardcore 16-player deathmatches. Never mind – help is here!
First of all, you need to connect to your internet service provider using TCP/IP in Dial-Up Networking for Windows 95. Now run Q95.BAT (you get it when you install *Quake*) and you'll start the game as usual. When the demo begins, set up your keys or config files and bring up the console. Now just type CONNECT and the number of the *Quake* server you want to play on. That's it!
If you want an up-to-date list of which servers are running, what level they're playing, who's playing and what the scores are, simply go to http://www.stomped.com and look in their "Servers" area.

# CAPTURE IT!

RETURN FIRE




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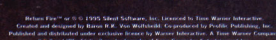













# CHECKPOINT

The month's events and software releases at a glance. **Oct-Nov**

**We made you a Christmas shopping list. Plus here's news on big impact shows held in the next couple of months. Hope you don't mind our stepping outside the strict four-week window to make life even more anxious over the next four weeks!**



This month the cards are on the table, as much as they'll ever be this side of Christmas. After September kicked the buying season off, the flood gates have burst and you're left gasping in face of it all. Or something. In all seriousness there has to be some decision making going on now. Allow us to help. Saturn people: let there be no question that *Worldwide Soccer 97* is absolutely your best option. Of course you'll probably all go and buy *FIFA* anyway. PlayStation people: Ask Grandma to give you *Tekken 2* as an early Christmas present. Then see if you can't make her feel guilty enough to get *Crash Bandicoot* as well (heh heh!). PC people: We know you hate being told what's good for you, but here goes nothing – *Dungeon Keeper*! *Dungeon Keeper*, you fools! If we are allowed to make one all-seeing comment, let it be this: A Mega Drive game starring Sonic. How popular is this guy, even on an aging system? Very, we think you'll find. What a hero! Let's hope the Saturn version's as great.

So to 'the list', or the only set of appointments you'll need between now until shortly after or next issue hits the news stands. Chase the ones highlighted in Red. Flee from the ones in blue. Yes, it really is that simple everyone.

## WIN FIGHTING VIPERS

In the Japanese version, Pepsiman – star of odd-ball TV commercials – makes a surprise appearance. As he has been removed from the UK, we'd like you to suggest a replacement. Who, from the exciting world of british TV commercials, could star as a secret character in Fighting Vipers. Tell us their special moves and everything! Post to: HANDS THAT DO DISHES

## WIN CRASH BANDICOOT

Great as the game maybe, Crash isn't the most inspired of characters. He was originally going to be called Willy the Wombat, and he only has a jump and spin attack. Your requirements for securing a free copy of Crash are simple: Invent a unique platform character, give them a name, and a couple of inspired special abilities and send in the result. Don't go overboard on it, okay. Their destination: ROCKET CHIMPS FROM KEIGHLEY

## QUAKE

CVG plays network Quake alot, and we'd like to know who the opposition is. Send us your identity – your name, and what you look like. Only this had better be funny, or extremely cool or we'll laugh at it all the way to the waste paper basket. Post to: I AM...

**Send entries to:**
**CHECKPOINT #176 FREEBIES,**
**Computer And Video Games,**
**Priory Court, 30-32 Farringdon Lane,**
**London EC1R 3AU**

## SHOSHINKAI (FAMICOM SPACE WORLD '96)

**24-26 November 1996**
**Makuhari Messe Centre, Tokyo**

Nintendo's annual exclusive show. Let's play Spot the Major Japanese Software Developer: Acclaim Japan, Imagineer, Enix, Electronic Arts Victor, Capcom, Culture Brain, Epoch, Kemco, Coconuts Japan Entertainment, Konami, Compile, Seta, T&E Soft, Tomy, Pack In Video, Hudson, Bandai, Banpresto, Human. All these, and more, will be attending Famicom Space World '96 – the event where Nintendo plan to unveil the 64DD add-on for Nintendo 64. We're expecting to see *Zelda IV*, *Dragon Quest VII*, and maybe even *Super Mario 64 2*. A report will appear in the January issue. But this is a good time of year to take a holiday in Tokyo.

## E3 TOKYO

**1-4 November**
**Makuhari Messe Centre, Tokyo**

Exciting because, even before the US, this is where the very latest games are destined to be shown FIRST. If you really want to savour the atmosphere as monster titles such as PlayStation *Biohazard 2* (*Resident Evil 2*), and *Manx TT* – maybe even *VF3* for Saturn, are shocking the crowds, this is where to be. So, why not sell all your personal possessions in order to buy a return ticket to Narita airport. You'll save money by not wanting to sleep anywhere, as you'll be so excited. And you'll not want to eat either.

**KEY:** **Red** Buy! Don't think twice! **Blue** Highly UN-recommended!

| GAME NAME | COMPANY | FORMAT |
|---|---|---|
| **2 October** | • | • |
| Tekken 2 | Sony | PlayStation |
| Mechwarrior 2: Mercenaries | Activision | PC CD |
| **4 October** | • | • |
| Madden 97 | EA | PlayStation |
| NHL 97 | EA | PlayStation/ Saturn |
| Night Warriors | Virgin | Saturn |
| PGA Tour Golf 97 | EA | PlayStation |
| The Simpsons Combo CD | EA | PC CD |
| TEAM F1 | EA | PC CD |
| **9 October** | • | • |
| Darkstalkers | Virgin | PlayStation |
| **11 October** | • | • |
| A-IV Evolution Global | Sony | PlayStation |
| Chronicles of the Sword | Sony | PlayStation |
| Elder Scrolls: Daggerfall | Virgin | PC CD |
| Jumping Flash 2 | Sony | PlayStation |
| Motor Toon 2 | Sony | PlayStation |
| Sampras Extreme Tennis | Codemasters | PlayStation |
| **16 October** | • | • |
| Broken Sword | Sony | PlayStation |
| Evolution | Ocean | PC CD |
| Madden 97 | EA | Saturn |
| Madden NFL 97 | EA | PC CD |
| NBA Live 97 | EA | Saturn |
| Soviet Strike | EA | Saturn |
| Supersonic Racers | Mindscape | PlayStation |
| Tunnel B1 | Ocean | PlayStation/ Saturn |
| **17 October** | • | • |
| Worldwide Soccer 97 | Sega | Saturn |
| Encarta 97 | Microsoft | PC CD |
| **18 October** | • | • |
| Twisted Metal 2 | Sony | PlayStation |

| GAME NAME | COMPANY | FORMAT |
|---|---|---|
| Warhammer: Shadow of the Horned Rat | Mindscape | PlayStation |
| Wipeout 2097 | Sony | PlayStation |
| Worms United | Ocean | PC CD |
| **24 October** | • | • |
| Microsoft Flight Sim 6 | Microsoft | PC CD |
| Tomb Raider | Sega | Saturn |
| **25 October** | • | • |
| Atlanta Games 96 | Eidos | Saturn |
| Bubble Bobble & Rainbow Islands | Acclaim | PlayStation |
| Cheesy | Ocean | PlayStation |
| Crusader: No remorse | EA | Saturn |
| Davis Cup Tennis | Telstar | Saturn |
| EA Rugby League | EA | PC CD |
| Hexen | GT Interactive | PlayStation/ Saturn |
| Lomax | Sony | PlayStation |
| NHL 97 | EA | PlayStation/ Saturn |
| Steel Harbinger | Mindscape | PlayStation |
| Super EF2000 | Ocean | PC CD |
| Syndicate Wars | EA | Saturn |
| Street Racer | Ubi-Soft | PlayStation/ Saturn |
| Wing Commander: | Kilrathi Saga EA | PC CD |
| **31 October** | • | • |
| Premier Manager 97 | Sega | Mega Drive |
| Virtua Cop | Sega | PC CD |
| **October (no set release date)** | • | • |
| Alien Trilogy | Acclaim | PC CD |
| Diablo | Zablac | PC CD |
| Discworld 2 | Psygnosis | PC CD |
| Reloaded | Gremlin | PlayStation |
| Realms of the Haunting | Gremlin | PC CD |
| Starcraft | Zablac | PC CD |
| Tomb Raider | Eidos | PC CD |
| **1 November** | • | • |
| Clandestiny | EA | PC CD |
| Commanche 3 | EA | PC CD |
| Die Hard Trilogy | EA | PlayStation/ PC CD |
| FIFA 97 | EA | Saturn |
| Penny Racer | Takara | PlayStation |
| PGA Tour Golf 97 | EA | Saturn/ PC CD |
| Sampras Tennis Extreme | Codemasters | Saturn |
| Syndicate Wars | EA | PlayStation |
| **2 November** | • | • |
| Command and Conquer: Red Alert | Virgin | PC CD |
| **5 November** | • | • |
| NBA Jam: Extreme | Acclaim | PlayStation/ Saturn |
| Sonic 3D: Flicky Island | Sega | Mega Drive |
| **7 November** | • | • |
| Amok | Sega | Saturn |
| Fighting Vipers | Sega | Saturn |
| **8 November** | • | • |
| Crash Bandicoot | Sony | PlayStation |
| Crimewave | Eidos | Saturn |
| International Superstar Soccer Deluxe | Konami | Mega Drive |
| Pitball | WIE | PlayStation |
| Player Manager 2 | Virgin | PlayStation |
| Soviet Strike | EA | PlayStation |
| Transport Tycoon | Microprose | PlayStation |
| WWF: In Your House | Acclaim | PlayStation/ Saturn |
| **11 November** | • | • |
| Micro Machines Military | Codemasters | Mega Drive |
| **13 November** | • | • |
| Blast Chamber | Activision | PlayStation/ Saturn |
| Interstate 76 | Activision | PC CD |




Expect *Crash* to steam-roller the opposition!




World Wide Soccer – a blessing for the Saturn.




**WINNER OF the Hyperblade competition.**

Invent a sadistic sport for the future. That's what we asked you to do, and this is Alex Makanduola's best effort. It's called Zero-Grav Deathball, which is beautiful in its simplicity. Basically whack the Deathball about, which is "loaded with mega sensitive explosives", until it goes off and kills someone. Best of all, the game is played in anti gravity which means your body parts kind of hang around afterwards. Alex, you're a sick man.

***The winner of the NiGHTS competition is...***
*MICHALE O'DOOM*

"What's so unique and wonderful about you?", we asked. Michale O'Doom wrote and told us. We almost wish that he hadn't.

"What is so refreshing and unique about me? My Mutant ability to clock any game in under 24 hrs, not even RPGs are safe from my freakish powers of perception. You are not alone Mr Lomas. Join us, the brother-hood of freaks. Soon we will rule the world! Aah hah ha ha haaa or um... what was the question again?"

Not even Ed though that was funny. You absolutely require a copy of NiGHTS to introduce an element of creativity and long-term challenge into your life. See if you can beat the office record of a 384 Link on Frozen Bell. No, we ain't kidding bucko!

***The winner of the F1 competition is...***
*MURRAY ROY*

The name of the Scalextric rival , in which drivers could change lanes, was TCR: Total Control Racing. Well done Murray Roy from Kidderminster. Even if you are so cheap you can't even stick a stamp on your card!

## SPECIAL THANKS TO...

**... the hardworking lads at HMV who, in spite of being pestered by kids who reckon they know everything about Killer Instinct, and in spite of contracting rare tropical diseases, still manage to keep hard at work. (When they're not skiving off playing Duke Nukem, or being unfeasibly entertained by Shin Gouki's end sequence on Street Fighter Zero 2.) The release dates on these pages were correct at the time of going to press. And that's that.**












# SUBSCRIPTIONS

## SUBSCRIBE TO CVG AND HELP REMOVE PHIL'S EYEBROWS!





Over the last few months we've used this page to reveal to you the 'true faces' of the team behind Britain's greatest gaming journal. However – having put it off for as long as possible – it is now time to reveal the most grotesque of them all. The staggering homunculus known as Phil Dawson. While the photo to the left may show how facially preposterous he is, it cannot convey the comedy of his proportions. For Phil is one of a special breed known as the *hu-monkeys*. For centuries they have performed the time-honoured duties of editorial assistant. Duties so secret that even we do not know what they involve. To us it seems Phil does nothing but guffaw and fiddle with his genitals, but to an assembly of hu-monkeys, these are the arcane motions of their warrior hero, Daawsun! Yes, it seems the thickness and curvature of Phil's eyebrows have revealed him to be 'Hot Dog' among his people. And now, bag of rocks in hand, he has left us and set up kingdom in a nearby copse of trees.

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## NOW THE MONKEY MEN ARE GOING TO CRACK THE PLANET!

Naturally, we'd like Phil back. We've got loads of chewy toys and KFC vouchers to use up. Paul even bought a pair of clippers to do the tops of Phil's feet. Worse still, while plugged into his overnight recharger, Ed had a dream. His mystic friend Solero appeared, warning that so many hu-monkeys in one place is weakening the Earth's crust. Their combined 'breakin' fings' power will crack the planet in two! There's one hope. Ed says he can construct a cannon capable of firing the clippers right at Daawsun, shaving off his royal eyebrows. Without these, the hu-monkeys won't recognise him and wander off in search of truffles. But we need your money for the delicate parts. Subscribe now and get 12 issues for the price of 10, before they hit the shelves too. Hurry though, we've cracks appearing on our floor.

# computer and video games BACK ISSUES! computer and video games



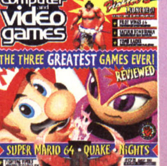

### JULY '96 # 176

Massive E3 show report, *Darkstalkers* and *Night Warriors* moves list, *Tekken 2* guide, *Track and Field* review, *Duke Nukem 3D* review, How to buy import games feature.




### AUGUST '96 # 177

*Resident Evil* maps and guide, *Formula 1* Coming Soon, *Fade to Black* review, *Street Fighter Alpha 2* secret character cheats, *Track and Field* hidden features, *Virtua Cop 2* coming soon, and *Cheesy!*




### SEPT '96 # 178

The 3 greatest games ever! *Mario 64*, *NiGHTS* review, *Quake* review and feature, *Virtua Fighter 3* report, *Pilot Wings 64*, Capcom interview, *Soul Edge* moves list, *Quake* tips, *Track and Field* tips.




### OCT '96 # 179

Complete *NiGHTS* players guide, *King of Fighters '96* moves list, every *Virtua Fighter Kids* move and cheat, *Street Fighter 3* technology revealed, *Mortal Kombat Trilogy* on PlayStation.

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# computer and video games

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STREET FIGHTER ZERO 2 ON SUPER NES!
VIRTUAL ON + DAYTONA CE
AND RESIDENT EVIL 2...

# NEXT MONTH

## ISSUE No. 181 OUT ON OCTOBER 9TH

**Dear Magazine Salesperson,**
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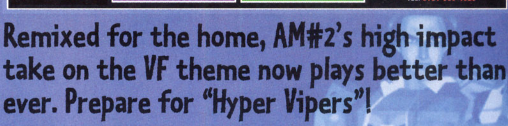




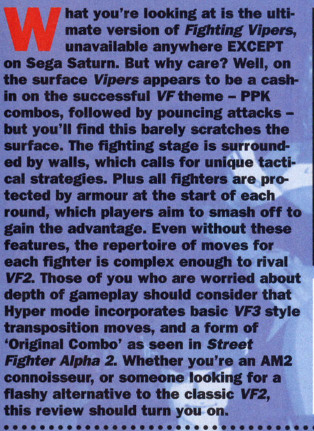


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## Remixed for the home, AM#2's high impact take on the VF theme now plays better than ever. Prepare for "Hyper Vipers"!






**What you're looking at is the ultimate version of *Fighting Vipers*, unavailable anywhere EXCEPT on Sega Saturn. But why care? Well, on the surface *Vipers* appears to be a cash-in on the successful *VF* theme – PPK combos, followed by pouncing attacks – but you'll find this barely scratches the surface. The fighting stage is surrounded by walls, which calls for unique tactical strategies. Plus all fighters are protected by armour at the start of each round, which players aim to smash off to gain the advantage. Even without these features, the repertoire of moves for each fighter is complex enough to rival *VF2*. Those of you who are worried about depth of gameplay should consider that Hyper mode incorporates basic *VF3* style transposition moves, and a form of 'Original Combo' as seen in *Street Fighter Alpha 2*. Whether you're an AM2 connoisseur, or someone looking for a flashy alternative to the classic *VF2*, this review should turn you on.**

## THE DIFFERENCE

*Vipers* shares the same engine as used in *VF2*, though this has been extensively modified. Sega's Model 2 board is really pushed to the limit! The arcade original features jaw-dropping background features, large in scale and number. For the Saturn version all except the heli in Mahler/ B.M.'s stage are gone. No worries, because this means AM2 – who handled the conversion – didn't have to compromise the gameplay. The purpose of this review is not to whine about how Saturn *FV* is not an identical replica of the coin-op, but to show you how much the *Vipers* gameplay is advanced from the *VF* theme, and how the Saturn *Vipers* gameplay is advanced even beyond that!




## ORIGINAL FIGHTING VIPERS

Proclaimed by AM2 as their "most innovative 3D fighting game" last year. Sega chose to launch *Vipers* at a night club in Tokyo's trendiest district, Ropongi. We tell you this because it helps to get a grip of where *Fighting Vipers* is pitched – at people who appreciate wild visual presentation, and fast action which keeps coming at you. In place of old Shun Di and the graceful Pai we have gang leader Bahn and Fashionable Gal Honey (aka Candy). Biggest difference of all is that there is no Ring Out strategy to respect. The fight area is enclosed, and herein lies a key element of *Vipers* strategy: No one, but NO ONE, likes to be backed into a corner; and will always come back fighting! Here's the basic breakdown of survival tactics:

## WALLS

You've seen the pictures of *Vipers* being blasted through the walls. But a spectacular end to a fierce fight is not their main purpose. Walls are used strategically to springboard at speed into an opponent, or provide a suitably nasty prop for scraping someone's face along. A few of the Vipers can even scale the walls before attempting an aerial assault on the guy below. Backing someone into a wall, or corner, enables 'machine gun' tactics – juggling the victim with rapid punches or kicks.





**Picky demonstrates the 'Rocket Missile', a move which catapults him off the wall.**



**Walls are used by all to bounce over an opponent's head, or jump back into action.**



**Honey, Jane, and Picky may use the wall as a launch pad for specialist tactics.**

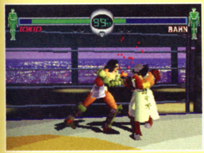


**Here we see Jane drag her victim's head along the enclosure. It looks very painful!**

# NEW MOVES FOR SATURN VERSION!!!

## ARRANGE VERSION

After listening to feedback from expert players AM2 have included a revised version of *Fighting Vipers* for the Saturn. The gameplay of *Virtua Fighter 2.1* is balanced by minor alterations, and the same is true here. Plus Yu Suzuki's team also added moves to encourage new tactics.





### QUICKER RECOVERY

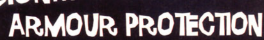
Now there is even less chance to steal a few points by jumping downed opponents. You need a pretty hard combo to keep them down for long enough.

### WEAKER ATTACKS

Many of the techniques which used to cause high damage have been restrained. Most notably Bahn's shoulder barge isn't so devastating as before.

You can only do this to a fighter if the knock-down combo was good.

Moves like Jane's jump kick are toned down for better fights.



## ARMOUR PROTECTION

It was found that some characters lost their armour quicker than others under certain circumstances. So now the balance has been adjusted to give everyone a fair chance. In most cases the revisions are slight, but Picky's top layer has been taken down to 175 from 250! No wonder Tom Guise chose him all the time!!!




A familiar new throw

Death Spin Thrust




Camel High Spin




Upper Low Spin




Spinning Kick




Belly Flap Punch

## ARMOUR

Why isn't Saturn *Fighting Vipers* fully presented in high resolution? The answer is mostly here: Fighters in this game aren't just textured to look pretty, they wear armour. At the start of each round what you're looking at is a couple of characters encased in shells just waiting to be cracked by powerful blows. What's so impressive about this is that the effect of a character losing their protective layer is instant, and highlighted by a brief replay which snaps through a series of dramatic angles. Before seeing the Saturn version in action, we joked that it would show 10-second replays while the new characters loaded in. But no – it's instant, and therefore very impressive.



Armour is divided in two parts, upper and lower. A damage meter sits alongside the energy bar, which changes colour from green to red when weakened.



Unprotected, the Vipers take up to twice the amount of damage. Lose one section of armour and the bar becomes yellow (ouch). Both, and it turns red (big ouch).




When their damage meter is flashing red, target the relevant section to break it down completely. When this happens the armour smashes clean away. CRACK!

## RECOVERY TIME

A popular 'technique' with novice fighters is to go for the pounce immediately after downing an opponent. Getting away with this in *Fighting Vipers* isn't so easy, as a miscalculated jump is penalised by being stunned upon landing. It takes a couple of seconds to recover – time enough for the happy guy left standing to slap their aggressor senseless!




Not all attacks are powerful enough to floor an opponent for long periods of time.



A failed pounce – 'Hammer' – attack leaves a clumsy fighter dazed for a while.



"EEYAH! That'll teach you! Next time you try it, you'll get exactly the same. FOOL!"

## HYPER VERSION

Best played when you're brain is buzzing from five cans of cola and a 5lb bag of chocolate! Go crazy, or take Hyper Vipers more seriously than ever before. Either way it's intense. Here are the revisions which purists may consider a little too extreme. Well stuff you!





### HYPER MODE

Press away together with P+K to enter Hyper Mode, in which your guy removes all armour and flashes red for the rest of the round. Fighters in Hyper Mode may string together unlimited special moves with no recovery time – just like an Original Combo in *Street Fighter Alpha 2*. The downside is that subsequent rounds leave them vulnerable without armour, as Hyper Mode may only be entered once.

### DODGE VIPERS

All Vipers can dodge attacks. Press P+K+G simultaneously, together with either toward or away on the D-pad, to side step left or right. This isn't so controlled as the transposition moves in *Virtua Fighter 3*, but it significantly increase the tactical possibilities. If you're still confused, just imagine the entire *VF2* line-up suddenly being able to mimic Lion's evasion moves. Pretty mind-blowing, eh!





**Honey gets blasted right across the fight stage, from the Justice Viper's 'Block Buster'. What an awesome replay angle!**

## MORE EXCLUSIVE SATURN VIPERS STUFF!!!

### RECORD YOUR OWN FIGHT!

*Vipers* is so spectacular that almost every match leaves you wishing you could watch it through again. And you can! Pressing the L shoulder button at any stage after the KO records the entire round, which is saved onto internal or cartridge memory. Best of all, you can freeze-frame the whole thing – even the replays of armour smashing – hence the awesome screenshots!




**It's so cool being able to record your own matches. Like this one where we bounced Bahn onto the top of the ring after a KO.**

## TRAINING MODE

All characters – even the secret ones – can be taken here to practice their full range of moves. Position the CPU stooge almost any way you like, then check the moves list to practice a technique against them. Once you've mastered a technique, an 'OK' tag appears next to it. Unfortunately the secret characters don't have a moves list, so there may still be moves we don't know about!

**The CPU opponent in Training Mode can be made to run toward, edge away from, jump over, crouch and block, stand and block... anything you want really!**













## PLAYBACK MODE

View a selection of Exhibition Matches, which act as great tutorials, or terrible knocks to your pride as a gamesplayer – depends how you look at it. Basically these pre-recorded matches are the work of AM2 along with Japan's best players – namely "Ikebukuro" Raxel, and "Bunbun" Maru.






**Witness this incredible Tokio versus Jane battle, in which the Justice Viper gets a KO, juggling his opponent by removing his own armour!**




**Kuma Chan just wades right in there to pick Sanman off the floor, then shakes him around like a rag doll until he gives up the ghost.**

# UNBELIEVABLE SECRET CHARACTERS

We are still trying to fathom all of their moves, so expect to see a complete listing sometime soon in Freeplay (anyway we're running out of room here!). Meantime, take a peak at the strange new recruits available to dedicated players.



## PEPSI MAN

Due to strict licensing agreements which don't extend outside of Japan, the zany Pepsi Man character will not feature in the UK or US version of *Vipers*. A shame really as he adds a touch of humour, and is pretty cool to play. Case you're still interested, PM shares moves with most Vipers. That's not a lazy comment, it's true!





## SCHOOL GAL HONEY

Beat the game on NORMAL setting using Honey to find her in Versus mode wearing a tartan mini, and sailor's shirt. Lovely, but no extra moves.





## MAHLER/ BM

Apparently the same at first glance BUT look closer and you'll notice that BM is much bigger than his little brother. They both use monster PPK combos.










## UKELELE HONEY

Beating the game on HARD setting with Honey earns you the chance to play as her in a holiday mood. Armed with a ukelele she practices some of Raxel's moves.





## KUMA CHAN

Literally translated as 'little bear', it seems nobody in the world knows the exact conditions for finding him. But everybody seems to do it! Fights like Sanman.

## REVENGE OF THE "????????"

Saturn fans should know about the intriguing ???????s in the special options of *Panzer Dragoon Zwei*. Each one masking a cool hidden option. Well it's back!!! Once you have Pepsi Man, you can 'reset' him (meaning he makes a surprise

## BIG HEADS AND FEET!

Complete the game with every single character – including the secret ones – and you'll get to choose big heads and feet for all the fighters. Very weird!

## WITHOUT WALLS

Master all the moves for three of the Vipers in Training Mode and the option to make the walls invisible makes itself, err... visible!

















## COMMENT

**In my opinion, AM2's *Virtua Fighter* games are the best 3D beat 'em ups around, with *Fighting Vipers* coming very close behind. While it's very easy to get into, it's got almost as much to it as the *VF* games, meaning that it takes a long time to truly master. As Paul says, the Saturn version is initially disappointing, what with the graphics and sound being a bit feeble, but after a bit of play you'll forget that you're not playing the arcade game! On top of playing like the arcade original, there are at least six extra characters and some excellent enhancements (new moves, modes, combos) to reward dedicated players. If you like the arcade game at all – get it. Everyone else – get it.** ED LOMAS

## COMMENT

**AM2's games are always of exceptional quality, and there was never any doubt that *Fighting Vipers* was going to be totally brilliant. Admittedly, it is rough around the edges, but when you consider what this game is doing, I'm amazed it's on the Saturn at all. And gameplay-wise, it is ALL there! It's perhaps not as intricate a fighting game as *VF2*, but it's definitely the most versatile I've ever played. The sheer speed, as you run, jump, bounce off walls, smash people across the arena, creates an exhilaration unseen in any other 3D beat 'em up. And with the Hyper Mode it's even nuttier, with the added dimension of dodge moves! This game is an essential Saturn game, even if you have *VF2*.** TOM GUISE

## REVIEWER

**Promised you this was going to be good! Well, to begin with, I was underwhelmed at this slightly scruffy-looking imitation of *Fighting Vipers*. Even after playing the game for a full evening, I felt like I was heading for a let down. Then I spent more time with it, considered exactly what was going on with my Saturn, and realised that Saturn *Fighting Vipers* is one very special item. To get my major reservations out of the way first: The AI is pretty stupid – it doesn't 'learn' the same way as *VF2*. So I managed to skank my way through Very Hard mode using one or two basic tactics. There is also slowdown whenever Honey is around, especially when she's fighting Picky or Raxel. So why the High Five? Well this is much more than a straight translation, as the arranged versions demonstrate. It's thrilling to know that the Saturn game has been developed to improve on all the coin-op has to offer, bringing whole new sets of techniques and entertaining new characters to the mix. Your Saturn's naked without it!** PAUL DAVIES

## RATING




***Surpasses all expectations. AM2 have given us the arcade game, PLUS arranged versions which play much better! The coolest secrets too!!***



PlayStation

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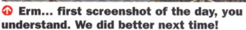
Somebody obviously decided that interplanetary warfare is a lot more fun on foot. It's so much more… personal. YEEE-HAARGH!

# OVERKILL

**Mass slaughter is just about the worst party anyone could be invited to. But for a video game we guess KCEC assume its okay. Anyway, we're talking about colonies of beings who'd just as soon pull the same trick on you. So no worries. You now have a clear conscience. With four crack mercenaries, of varying sex and intergalactic race, it is your mission to "unpopulate" planets which may support the further development of the Terracom Corporation.Gameplay is centred solely around weapons tactics, and lighting reflexes. But Konami introduce a strategic element through the balance of the four mercs, and the development of their weapons. Familiar, yes. Easy, most definitely not.**

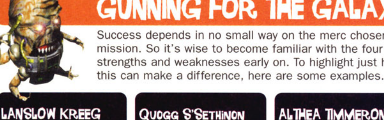






**Erm… first screenshot of the day, you understand. We did better next time!**





## GUNNING FOR THE GALAXY

Success depends in no small way on the merc chosen for each mission. So it's wise to become familiar with the four guys' strengths and weaknesses early on. To highlight just how much this can make a difference, here are some examples.

### LANSLOW KREEG
**Earthling Armsman**

Kreeg is reported to have taken mind-altering drugs to increase aggression. And, as a weapons expert, this guy takes charge of the coolest weapon in the game: The Auto Turret – similar to those in the film 'Aliens'.



### QUOGG S'SETHINON
**Saurian Infantry**

A heavy duty fighter. Even when low on ammo, the Saurian is not at a loss, as he can crush an enemy's head with the butt of his Chain Gun. For players know what they're about, Quogg deals focused damage quicker than anyone.





### ALTHEA TIMMERON
**Transhuman Demolitions Expert**

Three of Althea's four weapons are incendiary-based, meaning that they cause widespread damage which creates confusion. Explosions damage many but kill few, so there is a lot of 'cleaning up' to do.



### JENDRYK EPSILON
**Kykarian Assassin**

Stealth is almost as useful as the mightiest weapon in Project Overkill. So players should select Jendryk to make a more tactical killing. The assassin's weapons buy time to wreak havoc.



## SHOULD YOU ACCEPT IT

Before embarking on the first or any subsequent missions the Terracom Corp briefs its team with an objective. From this point players choose the most appropriate merc for the job, taking into consideration agility, strength, versatility, and stealth ratings. As the mercs complete each mission, new areas are opened, and it is from here that the route is chosen. Unfortunately revisiting an area after the main objective has been accomplished isn't possible.



**Handrawn visuals set the scene.**



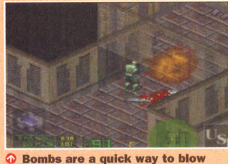


## BALANCE OF POWER

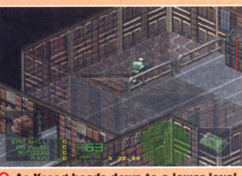
Your team increases its effectiveness according to success in the field. Physically they remain the same, but it is essential to keep them in good health and well armed. Losing one of the mercs is the same as losing one life in any other game, only more destructive because they take with them all the power-ups you have been collecting. This is why its best to alternate between characters, so as to build their inventory and subject them to less damage in the long term. It's terrible to find yourself past the halfway mark of the long-term mission, with Althea still operating with just her Class One, Semi-Auto rifle! Remember, you need to play this game strategically as much as anything else.

## TERRACOM CALLING

Mission zones are presented as a series of rooms, linked by doorways and corridors; sometimes ramps or stairs to different storeys. But not all exits/ entrances are obvious – some are hidden. And it is this variety which provide the biggest bounty. Tell-tale signs are in the design on the walls or surrounding area. For example some surfaces are adorned by air vents, occupying a central area. Wherever these vents reach the floor, most likely your guy can break through to the other side. Quogg is especially useful at finding these, due to his power.



**Bombs are a quick way to blow away secret walls.**



**As Kreeg heads down to a lower level, the floor and walls turn transparent.**



**A transporter lies in this secret room, leading to some powerups.**

## DIE! DIE! DIE! DIE! DIE!

Wonder at the marvellous game design all you like, but the rivers of blood which paint *Project Overkill* crimson will grab you by the neck first! We've compiled a gallery of horrors here for your delight. These are the kinds of deaths no one could blame on an accident!



**Chest ventilation!**



**Torso exploded!**



**Skull smashed!**



**Head blasted!**



**Blood splashes on the walls behind the victims!**



**Walk over a corpse to leave bloodied footprints!**

## REVIEWER

**Mindless violence in games can be a sorry cover up for poor gameplay in many cases. But the entire *Project Overkill* concept is far from being so cheap. Players who loved *Smash TV* and *Total Carnage* in the arcade will warm to the frenetic action in no time at all. But the thrill of cutting down hordes of enemies is made infinitely more satisfying because they are intelligent enough to make an effective comeback. Consequently it's important to consider the right weapon, and at the right time.**

**It's also surprising to discover that the four mercs are better at some tasks than others – this isn't variety for variety's sake. Plus there's a degree of satisfaction gained from having developed a well armed team, as opposed to struggling through with one merc and one set of tactics. Even if *Overkill* were to look and sound quite poor, the intelligent gameplay would assure its success. However the character design, animation, and sonic calibre is exceptional. What more do you want – blood?**

*PAUL DAVIES*



**Not every floor is safe. Stumble into a pit and that's your guy lost forever!**

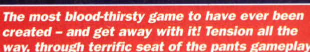
## SATURN OVERKILL?

Sega fans are still due their version of this excellent game, but the release date has been set back to March 1997. It's a long time to wait, we know, but you can expect the best possible results.

**RATING**





***The most blood-thirsty game to have ever been created – and get away with it! Tension all the way, through terrific seat of the pants gameplay.***




Work fast to vanish rows of panels! Make Combos and Chain Reactions to win!

| | |
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**Don't have to bother reading the 'overall' on this one. We can tell you right here *Tetris Attack* is a High Five, no question. But if you need an explanation why, the reasons are as follows...**

# TETRIS ATTACK

**This review is dedicated to those people who know that games don't have to involve shooting, driving, or fighting to stand a chance at greatdom. Why, even by reading this brief introduction you have passed a very important CVG test: Now we know that you recognise a game with potential when you see one! In a very simple but surprisingly brilliant way *Tetris Attack* (previously *Panel de Pon*) attains the kind of greatness that deserves legendary status. Match coloured shapes to dissolve rows of Panels. But that's only the launch point for real cunning to take over...**

## INNOCENT WORLD

Still you're looking at this game, wondering what the heck it's all about. Well, perhaps we ought to better explain the different styles:

### TIME TRIAL

You get just two minutes to rack up as many points as possible. Always go for combos or chain reactions to stand a chance.

### PUZZLE

This time players are required to clear ten strict tasks before clearing the area. Succeed by sticking to the precise number of moves stated.

### STAGE CLEAR

An opportunity to tour Yoshi's Island, but you can't move on until the Clear Line has been broken. Keep hard at it until this appears.

### ONE PLAYER ATTACK

In which it's just you versus the CPU. Perform well to save your name in the High Score chart!

### VERSUS

Pitch your wits against Bowser's CPU controlled cronies, one by one until you come to tackle the sorcerer himself. If you complete the game on the hardest setting you can choose to play as Bowser, and his three main assistants – Kamek, etc. Features the dreaded Garbage Blocks!

### ENDLESS

Keep matching those panels and disappearing rows, struggling to maintain control as the CPU increases the speed of the stack

## CLEARING THE RUBBISH

There are two major ways to gain monster satisfaction from playing Tetris Attack: Combos, in which you vanish two or more rows with one move; and Chain Reactions, in which the disappearance of one row triggers another, then another, then another... While the Combos are good for points, Chain Reactions have more devastating potential:





**The large, rectangular panels are called Garbage Blocks, which appear in Versus Mode – against the computer or a second player. These drop onto the opponent's stack whenever a chain reaction is triggered, and require some fast work vanishing adjacent rows to dispose of. However, initiate a big enough chain and the other player doesn't stand a chance.**




***Tetris Attack* used to be a game called *Panel de Pon*.**

## TWO-PLAYER ATTACK!

For the ultimate joy gained from playing *Tetris Attack*, you need to find a friend to compete with. Two-player mode offers both a Time Attack and Versus option. The latter is far and away the best two-player puzzle action available anywhere!




## REVIEWER

**Here is one of those great games that is worth playing just for playing's sake; which can be treated as a lengthy one-player challenge, or the perfect testing ground for skills in a two-player contest. Matching shapes might seem unappealing, for all kinds of reasons: it's boring; a girl's game; old fashioned; or even 'there's no point'. Well forget all that! I can't think of a better way to get a real buzz from intense concentration on a video game, while still having a laugh putting a bunch of sad mates in their place (or not, if they happen to be better than you!). Practising Combos and Chain Reactions for hours really pays dividends, and the better you get, the more you find yourself admiring your great taste in games. If you own a Super NES, and still get lots of hours enjoyment from playing it, *Tetris Attack* is a game you just have to own.**

PAUL DAVIES




***Absolutely, no doubt about it, unconditionally, without reservation, and before stopping to do anything else, buy this game!!!***






# wipEout 2097

## The game that IS the PlayStation returns. And it's even better than it was before!

**Wipeout sold the PlayStation to the UK. That's a fact – it sold 1 for 1 with the machine when it was first released. A sequel to a game that good and that successful is a hard thing to pull of well, and by jove Psygnosis have done it! *Wipeout 2097* takes everything which was brilliant about the first game and improves it, while getting rid of the few bad things to speed the action up even more. Believe us when we say that this is one of the most amazing games ever!**











## USED SHIP SHOWROOM

In the first *Wipeout*, though there were slight differences between ships (ie. some had one rocket, others had two), but now they've all got different ship bodies. As you can see, some are standard ships like those from the first game, while others look more like catamarans. Also, each ship's handling attributes are now displayed on the selection screen, allowing you to pick exactly the right ship for the course you're about to tackle.



The average ship.



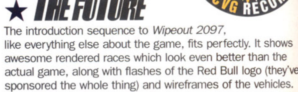
The beginner ship.

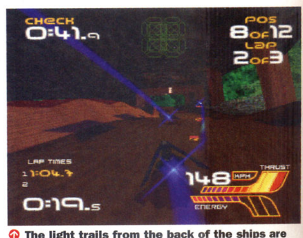
The mega-fast ship.

The okay ship.

## ★ WELCOME TO ★ THE FUTURE

The introduction sequence to *Wipeout 2097*, like everything else about the game, fits perfectly. It shows awesome rendered races which look even better than the actual game, along with flashes of the Red Bull logo (they've sponsored the whole thing) and wireframes of the vehicles.





**The light trails from the back of the ships are incredible! You can see exactly where they've been.**








## ★★ TAKE 'EM OUT! ★★

The power-ups in *Wipeout 2097* are collected like the first game – fly over the coloured panels on the floor to pick one up and store it in the box at the top of the screen until you want to use it. There's now an extra button which you can press to dump an unwanted power-up without using it if you want.



**The Autopilot is one of the most prized power-ups in the game. Your ship will pilot itself for three seconds, driving through the tricky bends far better than most of us could hope to do.**





**This is the Quake Bomb – one of the most impressive weapons in the game. It sends an enormous ripple and wall of fire along the track, damaging everyone ahead.**



**This is very difficult to use, as it takes a second or so to charge fully and is difficult to aim accurately. If it hits, however, it causes an instant death!**



## ★ TOP OF THE CLASS! ★

The first *Wipeout* featured six tracks which were played in order, with three chances on each. In *Wipeout 2097*, there are three different classes to begin with – Vector, Venom and Rapier, each with two courses. The ships handle differently depending on which class you are using. Once each of these six tracks have been won, a fourth Phantom class appears with even faster ships and two more courses. Once these have been mastered, another secret appears!










## I AM THE FIE-YAH-STARTAH!

*Wipeout*'s music was one of the main contributors to its success, adding loads to the "cool" image and fitting perfectly with the actual game. *Wipeout 2097*'s soundtrack is even more impressive, feature such top dance artists as The Prodigy, The Chemical Brothers, Underworld, Future Sound of London, Fluke and Photek, as well as Cold Storage, the in-house music team at Psygnosis. As before, the music fits the game brilliantly, and contributes a lot to the overall feel – racing around at top speed with "Firestarter" blaring away is brilliant!

## ★★ I'M HIT! ★★

**Another addition to the game is that the ships now actually take damage from weapons and contact with the track edges. If your energy bar reaches zero, your ship explodes and you're out of the race for good. Because of this, there's now a pit lane next to the start grid of every track which will recharge your shield as you go through it, as well as an energy refill power-up.**







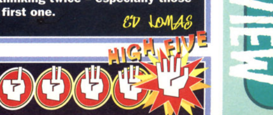
**The missile don't have to be fired forward. Sometimes, when armed, the message "Rear Lock" will appear to tell you that you can hit the pilot behind you. Simply hold Down on the D-Pad and press fire to shoot backwards.**




## REVIEWER

**Playing *Wipeout 2097* reminds me of the excitement when the PlayStation was first released a year ago – the excitement which encouraged me to buy the machine. The whole package is near enough perfectly done – some of the best graphics we've seen on the PlayStation, the incredible soundtrack, and the excellent presentation make it a very cool game to play. The ships handle even better than in the first game, with more variation to the courses, as each is designed with a specific class of ship in mind. The new class system works well, giving more to come back to than the straight race through of the first game. But what makes *Wipeout 2097* one of the best PlayStation games is the overall experience of the ultra-smooth graphics and gameplay put together with brilliant presentation. It's my favourite PlayStation game, other than *SFZ2*, and it's a game which everyone should get without thinking twice – especially those with the first one.**

*ED LOMAS*



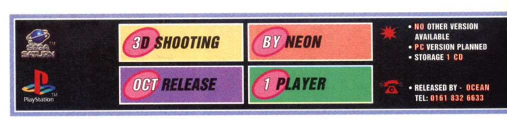






***The coolest game ever, and probably the best game available on the PlayStation!***






## One of the most amazing-looking games ever is finally ready. Was it worth the wait?

# TUNNEL B1

**There's a lot of excitement surrounding *Tunnel B1*, mainly because it's one of the most incredible-looking games anyone has ever seen! Also, it's got a cool basis – pilot a low-flying futuristic glider around an industrial setting, collecting and using massive weapons. But not every level is the same – there are sections where there are no enemies, and you need to escape from a tunnel before it blows, and others are actually above ground! Oh boy!**





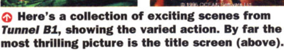

**The intro sequence, while amazing, doesn't seem half as impressive as the actual game graphics, for a change!**

### BLADDA BLADDA ACK!

The weapons in *Tunnel B1* are split into two groups. The main primary weapons are used mostly to blow up crates and other scenery, as well as for taking out most of the enemies. They are as follows:






**Here's a collection of exciting scenes from *Tunnel B1*, showing the varied action. By far the most thrilling picture is the title screen (above).**




**The standard machine gun which can be upgraded from a single shot to a triple.**




**A laser which isn't particularly powerful until it's well charged up.**




**The stingers can be fired off rapidly, and they lock on to targets.**

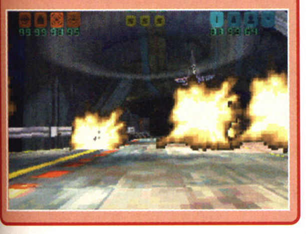



**The wideboys are mega-powerful but slow-moving nukes!**



The secondary weapons are slightly more rare than the primaries, and have more varied uses. For example, flares to light up dark areas, bombs to break through shielded enemies, and massive nukes which destroy everything.





## LET THERE BE MORE LIGHT!

As is pretty obvious from the screenshots, Tunnel B1 is one of the most amazing-looking games ever! All of the tunnels are detailed 3D, and they move around ultra-smoothly – but the most impressive part is the light-sourcing! All of the lights around the level make coloured tints on the walls and floor, and all the explosions and lasers cause lens flares, making everything look incredible! Just look at these pictures if you need proof!











The lighting effects are some of the most amazing graphics we've seen. Just look at this explosion – it's incredible! And that picture on the left! Wow!

## ERK! WATCH OUT!

Most of the enemies in *Tunnel B1* are made up of fixed sentry guns which are positioned to guard mission objectives, pressure pads, or other useful areas. Other things to avoid include evil gliders which follow you about; helicopters; giant tanks; and big gliders which race away when they spot you, but are worth catching for the supplies inside them. All of the enemies explode in a shower of lighting effects and polygon chunks of metal, and some leave behind weapon power-ups. Lovely!











## REVIEWER

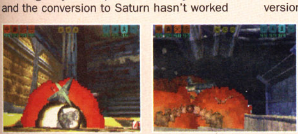
**Anyone who's seen *Tunnel B1* running must admit that it's one of the most impressive games they've ever watched, as the smooth motion and lighting effects are truly awesome. But anyone who's actually played it for any length of time must surely feel very let down. From the start of the game you are required to go to a certain point and collect or destroy something, avoiding the laser tripods around the level, and it doesn't develop from there onwards. The whole game is just trundling around tunnels, destroying the occasional dull enemy – and that can't be anyone's idea of fun. Another annoying thing is the way that the view is set up so that it's looking slightly upwards, and there's no way of changing that yourself. There are 11 levels, all of which are very similar, but they can get very tough – mostly because of the extremely damaging enemy attacks. The thing is, with a game this boring, no-one's going to want to put in the effort to get through the tough stages, and that means it's a waste of money. Don't even bother with "try before you buy" – it'll bore your brains out.**

ED LOMAS

## STUNNING ON SATURN?

Most of the pictures on these pages are of the PlayStation version, mainly because it looks a lot prettier than the Saturn version. *Tunnel B1* was originally developed for the PlayStation, and the conversion to Saturn hasn't worked too well – while the graphics are smooth, the lighting effects and the explosions all look very rough, ruining the best feature of the game. But it still plays just the same as the PS version, whether that's a good thing or not.







**As you can see, the explosions on the Saturn version are pretty feeble. They look like big puffy orange sponges rather than flames.**

RATING









***Now we know what the "B" in Tunnel B1 stands for – boring. It looks beautiful, but is no fun at all to play.***













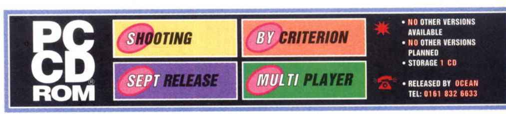








↑ Here you are nose-diving to get through the drop-off rings on the far side of the town.

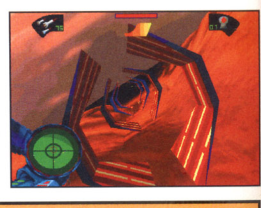



**Guess what? *Scorched Planet* is another 3D blaster for the PC. No, wait, don't turn over! This one's different! It's based on the Godfather of shoot 'em ups – *Defender*.**

# SCORCHED PLANET

**Ask any serious gamer to name their top ten games, and chances are *Defender* will feature highly. If not, it ought to. *Defender* is an unmitigated classic that has stood the test of time, and is truly worthy of its legendary status. With *Scorched Planet*, Criterion Studios have attempted to update Eugene Jarvis' masterpiece for the 90s – replacing line graphics with 3D polygons; simplistic FX with an interactive soundtrack, and bolstering *Defender*'s admittedly simplistic gameplay with a subtle element of strategy. It sounds like a sure-fire recipe for success, but the proof of the pudding is in the eating. Let's have a hearty helping of *Scorched Planet*, shall we?**











↑ Simply hit the END key at any time to morph your vehicle! On later levels, fuel is in short supply, so you can't just fly everywhere. You must choose your moments carefully. When you morph your craft actually changes onscreen!

## ★★★ MORPHENOMENAL! ★★★

One of the main differences between *Defender* and *Scorched Planet* is the capabilities of your craft. In *Scorched Planet* you pilot a Type 16 morphing vehicle – a fast manoeuvrable fighter-aircraft which can morph at will into a heavily armoured ground based tank-buggy. As the the tank you collect humans and power ups, and withstand more hits. As the aircraft you cross terrain quicker, and combat the Voraxian airborne forces more competently, though you also have a fuel level to worry about. Knowing which craft to use in which situation is crucial to succeeding in *Scorched Planet*!





## ★★★ CITIZENS! ★★★

Like *Defender*, your aim in *Scorched Planet* is to defend the planet's civilians from the attacking aliens. Flying meanies will attempt to pick up and fly off with the colonists, and its up to you to stop them. There are also elements of *Choplifter* in there too, as once you've collected a shipful of colonists (you can only hold 5) you must return to your spacegate to drop them off. A level is completed when the required amount of civilians have been teleported to safety.

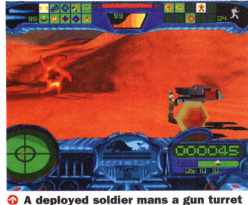
## ★★★'LETS KICK SOME ASS!'★★★

Unlike *Defender*, the colonists in *Scorched Planet* actually serve a function. By deploying a 'City Beacon' you can get all the nearby colonists to congregate in one area and form a base. There are two types of colonist: civilians and soldiers, and each occupy a different, but equally helpful role. Civilians will forage for items and powerups, dragging them back to the city beacon for easy collection, while Soldiers will actually engage the enemy. You can even drop gun turrets for the soldiers to operate, giving your base extra defence against the Voraxian forces.

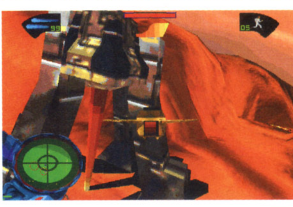




**The indestructable Voraxian cruiser moves from settlement to settlement, destroying them Independence Day style! Above a civvy runs for over!**



**A deployed soldier mans a gun turret that you have just placed. These provide more firepower than the soldiers ordinary gun.**









## ★★SOFT MANFLESH TASTE GOOOOOD!★★

On later stages you come up against even more ferocious creatures, such as killer wasps, fire breathing dragons and the hideous ground-based giant spider beast! Unless stopped, these bio-mechanical monstrosities head for settlements and cocoon your colonists, turning them into rotting green zombies who hunger for soft manflesh! A zombie will then march off around the camp, infecting all other colonists he comes into contact with, before heading off across the desert to find another colony. Your only hope is to destroy the spider beast, collect the anti-venom beacon it releases, and deploy it in an infected area. The zombies are attracted to the beacon, then cured! Hurrah!







**The top down view (above), behind the vehicle (above left), isometric (left) and inside (bottom left). They all have there individual uses.**

## ITS IN FREE DEE!

*Scorched Planet* makes use of an impressive 3D graphics engine that shifts the perspectively textured polygon mesh terrain around at high speeds, even in hi-res. All of the objects in *Scorched Planet* are real 3D characters (not sprites!), and so look cool from any angle. To this end, Criterion Studios have added a variety of different camera angles from which the game can be played, though only a couple of them are actually useful. Here's a look...

## REVIEWER

**3D *Defender*! What a brilliant idea! *Scorched Planet* looks good, sounds good and adds a welcome element of strategy to the usual simplistic blasting formula. Plus it's networkable. Unfortunately, *Scorched Planet* falls down on the one crucial factor that made *Defender* such a success: the control system.**

**In *Defender* you had total control over your craft, and it responded to your commands instantly. By contrast, both of the craft in *Scorched Planet* are incredibly frustrating to control. Criterion Studios have attempted to authentically convert the 2D control system of *Defender* to 3D, with mixed results. There's no strafing, no reverse, an irritating acceleration button and painfully slow non-analogue turning, meaning a reliance on the infamous 180 flip button. You do get used to it, but you never feel you have the same sense of control that you had in *Defender*, or even other games of this genre. Which is a shame really, because it could have been something special.**

DAN JEVONS








***A novel idea, let down by the infuriating control system. Pity.***






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HIGH FIVE! HIGHEST CVG RECOMMENDATION

The goalie looks dazed as a shot is volleyed past him! There was nothing he could have done there!

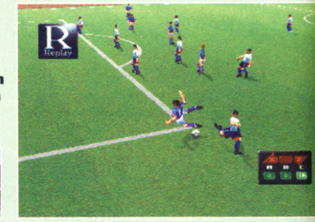
## This actually started out as the sequel to *International Victory Goal*. Don't be put off – it's actually the best football game around!

# WORLDWIDE SOCCER '97

**AM2's *Virtua Striker* impressed everyone with its excellent graphics and smooth animation, but unfortunately doesn't seem to be coming out on a home system. Never mind, because Sega have created *Worldwide Soccer*, which plays very much like a cross between *Virtua Striker* and *Victory Goal* with loads of excellent features added to it! In fact, it's better than *Virtua Striker*, and is actually one of the best football games yet!**







## GOOOOOOOOOOOALL!

When a goal is scored, the scoreboard in the main stand plays a short animation to celebrate. Some of these are excellent, and others are strange cartoons with crazy sound effects which make no sense at all!




Two happy people drink beer and spell "marvellous" badly.



A cowboy shouts "Goal!" and his horse bites him on the bum to celebrate good play.



This face has letters spelling "Fine Play!" appear in his mouth, then he disappears.

## SMOOTH MOVES!




*Worldwide Soccer*'s graphics are excellent, especially the animation of the players as they all move around very realistically and perform loads of different moves. Even when just turning around, the players drag the ball back through their legs and spin like real players! There are also a few extra special moves:

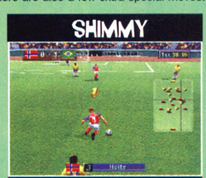
### OVERHEAD FLICK



↓, ↑, B

**The player flicks the ball from behind and over his head, into the air for a volley.**

### SHIMMY



←,← OR →,→

**A double-tap to either side makes the player fake a run to one side, then move off to the other!**

### ONE-TWO



R+B

**The player passes to a nearby team-mate who taps the ball forward into your path.**




Flag fans will love this game – it's got loads!

## BLOOMING BRILLIANT!

Just about every single British football commentator seems to have done a game by now, and now Football Italia's Gary Bloom can be added to the list as well. Mr Bloom keeps up with the play fairly well, but doesn't say the names of all the players – which is a good thing, as the player names can be edited if you want. As always, it gets a bit repetitive but adds a lot to the atmosphere of the game.

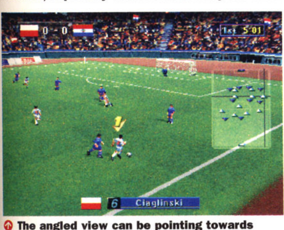


# ZOOM ACTIVATED!

While the default setting has the view going up the pitch like the first *Victory Goal*, it's possible to change this. You can spin the view to the side and play like *Virtua Striker*, or have it at an angle like *FIFA*! You can also choose how close to the pitch the view should be!




**The standard view is probably the clearest of them all, especially when zoomed away like this.**




**The angled view can be pointing towards either goal, but is a little tricky to play with.**




**The side-on view makes the game look even more like *Virtua Striker* when zoomed in.**

# LETS SEE THAT AGAIN! AND AGAIN! AND AGAIN!





The replay feature is actually quite important to most people in a football game – when you score a brilliant goal you want to watch it 20 times over again, right? *Worldwide Soccer*'s replay mode is perfectly fine for this, letting you rotate the view, zoom in and out, and generally annoy whoever you just scored against! And because of the excellent graphics, nearly every goal looks brilliant in the replay mode!




**Poland's star player makes a run at goal, just keeping ahead of the defender chasing him.**




**Just as he reaches the goalie, Maslowicz shimmys to one side, fooling the goalie.**




**As the keeper loses his footing and stumbles to the floor, the Polish striker blasts the ball in!**




**This shot actually went in! The goalie was off his line, and the lob dropped just over his head! Just like Nayim!**




**The main "Secondo" stadium looks especially awesome from a low view like this. And look at the black rain clouds!**






**There are plenty of different modes, including a league, world cup, tournament, and penalty shoot-out.**

**Here's the Welsh team with Ed Lomas at 2 and Paul Davies at 5. Most of the other names are writers from dodgy Sega mags!**

**Here's the Player Edit screen which lets you rename any of the teams in the game. This is our custom team of game characters!**

# TEAM PLAY

While *Worldwide Soccer* features international teams, the player names are not totally accurate. In fact, they're completely made up! The England team consists of employees of Sega UK, with quite a few games journalists used to make up the numbers in other teams. This includes Ed Lomas as the Wales number 2 and Paul Davies (with a different spelling) at number 5! Don't worry, you can change all of the the names to anything you want with the editor feature!

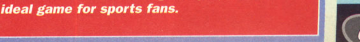



# REVIEWER

**While football games are always very popular, there's still not been one which plays much like real football. They nearly always involve running straight at the goal and shooting from outside the area, and never really require much passing around. While *Sega Worldwide Soccer '97* doesn't change this completely, it's probably the most enjoyable arcade-style football game yet. The controls are simple, yet they work really well, giving players moves to learn so that they improve with each game. It takes quite a while to master, but is well worth the effort, as it becomes even more fun with time. I've actually been playing the game for months since we got the Japanese import version, and I still think it's excellent. And on top of being a great game, the UK PAL conversion is brilliant – full-screen, improved speed, new teams, minor bugs removed, a new commentary, and a new intro! Essential to video game football fans.**

ED LOMAS



***The best 32-bit football game yet, and the ideal game for sports fans.***











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## The PlayStation racing game that is otherwise known, in certain quarters of the games industry, as Day-clone-a!

# BURNING ROAD

**We've been eagerly waiting for this game since we first saw it over half a year ago. And the reason we've been so expectant is the same reason some people have criticised it – for being a blatant rip-off of *Daytona USA* (among other famous driving games). An exercise in plagiarism it may be, but let's face it, *Daytona* on PlayStation would be extremely cool. And considering that's never gonna happen, a copycat game is surely the next best thing. What's more, it provides an answer to one of the biggest Saturn Vs PlayStation arguments of all – could the PlayStation do a better job of *Daytona* than Saturn? So... can it?**

## SEPARATED AT BIRTH!

*We don't use the term BLATANT RIP-OFF lightly. Ho no. But hey, judge for yourself with our ten-point blatant rip-off rundown.*

### YOU PLAYED 5TH!




Excuse their French, but that's a poor translation of Daytona's post-lap autopsy. Even accompanied by a voice-over.

### CAMERA ANGLES!




Watch how the view zooms down on the car at the starting grid. Fender-level replay views too. It's all the same!

### RACE LEADER SIGN!




Perfectly matches the neon indicator that flashes above the screens on the multi-link Daytona coin-ops.

### THE RADAR!




Oh c'mon! It's appeared in no other game except Daytona. TOTAL COPY!

### COURSE SELECT SCREEN!




Three tracks, complete with "Please select a Race Course" stylee speak. Although it's in a dreadful French accent.

### CRASHING!




External view of car flipping madly off the road. IDENTICAL to Daytona. It's very impressive in-yer-face stuff, though.

### TRANSMISSION SELECT!




"Manual or Automatic transmission." There's a guitar-twang select sound, followed by a revving engine and static loading screen.

### OBSTACLES!




Wanna line of traffic cones? You get 'em. Barricades too. And dustbins. Okay, so they weren't in Daytona.

### MULTIPLE VIEWS!




Five different driving viewpoints. Four of which are identical to Daytona's. And one more which is pretty much redundant.

### THE FIRST TRACK!






It's so similar to Dinosaur Canyon – especially the curve leading up to the tunnel.

## REVIEWER

**So, could the PlayStation do *Daytona* better than the Saturn? From this, it would seem yes. Awesome graphics, with chunky-textured mountains, buildings and tunnels sliding past. The clipping is minuscule compared to *Daytona*'s. Brilliant light-sourcing too, especially on the street level. Most impressive though, the car really feels weighty. Smashing other vehicles you almost feel you're getting feedback from the joypad. However, while it's a superb demo of the PlayStation's ability to do *Daytona*, the game ISN'T as good as AM2's masterpiece. In *Daytona* every corner was memorable. These tracks seem cobbled together. "Oh there's some windmills, oh now it's snowing etc." Also, getting first place isn't a case of mastering the course. Do well on a couple of corners and you're in the lead. Hit a dustbin and you're down in 5th. It's fun and a great PS showcase, but both *Ridge Racers* are far superior racing games.**

TOM GUISE

## RATING





***A technically excellent racer which superbly mimmicks features of Daytona, but lacks its imagination and fine-tuned brilliance.***

BURNING ROAD

REVIEW

PlayStation





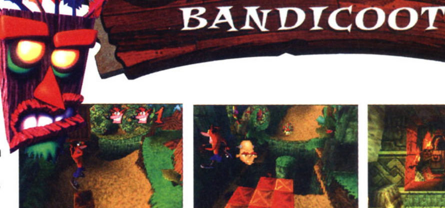
PLATFORM GAME | BY NAUGHTY DOG | NOV RELEASE | 1 PLAYER

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## He rooty, he's tooty, he's Kerashy Bandy-cahooty and welcome to his all-new platform show! Hyuk hyuk, th-th-that's me, folks!

# CRASH BANDICOOT

**Let's face it, Crash Bandicoot is a disgraceful looking character. He's a moronic, ill-proportioned, man-like animal-thing. He symbolises everything we detest about despicable platform bumph. And yet, sticking Crash in the Bubsy /Rayman/ Cool Spot bargain bucket is a mistake. You see, he's not as stupid as he looks. In fact, his is a very calculated game. Almost cynically so. His creators, Naughty Dog, have created his game specifically to succeed. Every classic element of a platformer has been incorporated and fleshed out with stunning graphics. And the gameplay has been perfectly tuned. With Sony's guaranteed marketing juggernaut behind it, everyone's gonna love him! We should know. From sneering at his ugly googly-eyed mug, we've warmed to him. And we can't deny his game is very clever indeed. Boy, we feel dirty.**





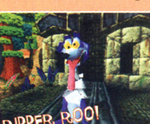


### FUNKY CHARACTERS!

Love 'em or loathe 'em, *Crash*'s characters all have a familiar quirky style. By their own admittance, Naughty Dog's artists have been strongly influenced by the Warner Brothers' cartoons. However, all the characters have a distinctive polygonal look as a result of them being fully 3D generated. In fact, the excellent intro is all generated in real time.



PAPU PAPU!



RIPPER ROO!



KOALA KONG!

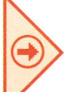
### HOW TO CRASH THE WORLD OF PLATFORM GAMES!

Okay. YOU are Naughty Dog. Sony want YOU to make them a successful platform game for the PlayStation. How do you go about it? Well, with the benefit of the final product here in front of us, here are the key elements to *Crash*'s success.



### KER-AZY PLOTSKI!

Don't expect anything ground-breaking here! Standard issue evil professor – Neo Cortex – is experimenting on animals to make them into, gasp, super animals! But while testing Crash, the machine malfunctions and he escapes (with powers, of course)! Now he has to get back to the laboratory before they grow a human ear on the back of his girlfriend.





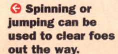



### CATCHY BANDICOOT ABILITIES

Some may call him unoriginal, Naughty Dog would probably use the word 'familiar'. Whatever term you use, Crash's abilities should be instantly recognisable to platform gamers. Aside from the obvious running and jumping, he has a Tasmanian Devil style spin which, while making him indestructible, destroys any baddies it connects with. His other ability is, obviously, stomping on enemies heads. This can be combined with the spin for guaranteed results.



TASMANIAN DEVIL-STYLE SPIN!



**Spinning or jumping can be used to clear foes out the way.**

**Or utilised to break open crates. Ah, what a versatile little pup!**



HEAD-STOMPING!



COVER STORY

## FINGS WOT YOO COLLECT!

It's a platform game. So, you've got to collect things, right? Right! There's a variety of collectable things to look out for in Crash. And in traditional platform game review-stylee, we're going to list 'em for ya!




He's a bandicoot, so he collects apples. Ha, of course! Anyway, these fruits (bizarrely scattered in weird formations around the islands) serve no other purpose than giving him an extra life for every 100 collected. That's nothing to be scoffed (ho ho snort) at though, as you need every one you can get.




Mostly containing apples (see exciting boxout labelled 'apples'), although some have extra lives and shields (see also other exciting item boxouts). Crates are THE most important things on each level. Only by smashing EVERY one on each level, do you get a Perfect. More later (look for exciting boxout labelled Hidden Stuff!).




African-style masks, when collected, float around Crash and allow him to absorb one hit. As more masks are collected, so they add to his protection. Collect three-in-a-row and Crash puts the mask on turning him indestructible for a short time.

There are three types of head to look out for. Crash Bandicoot heads are extra lives Next up are Tawna (Crash's girlfriend) heads. Three of these transport Crash to a bonus stage. More rare are Neo Cortex heads. Three of these give Crash a shot at an extra tough form of bonus stage.



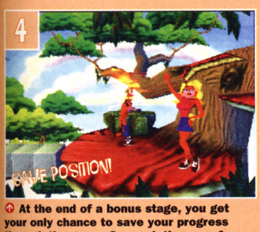

**He's got three Tawna heads. Yeehaaa!**




**All he's got to do is get to the exit at the far right.**

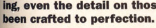



**Getting the crates on these stages too, is essential for a Perfect!**




**At the end of a bonus stage, you get your only chance to save your progress through the game. So, each time you face one it's a dilemma. Do you play it safe and get to the end, or play like a bandicoot master and get all the crates?**





**Everything about the graphics in *Crash* is amazing. The 3D surroundings, the lighting, even the detail on those bats has been crafted to perfection.**

## THE SPICE OF LIFE!

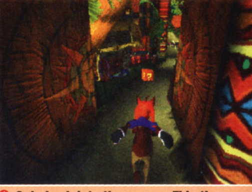
Crash Bandicoot rips off every trick in the platform handbook. But hey, that's a fair smattering of tricks. Variety on the basic gaming formula is something *Crash* does have on its side.



**The first stages set up *Crash*'s basic into-the-screen 3D gameplay.**



**Later levels seem him running out of the screen. Clever, eh?**



**Ooh, back into-the-screen. This time on a pig! Ingenious.**



**Side-scrolling levels give the game a more traditional feel...**



**...except Crash can still move fully in any direction. Over the fence he goes!**



**Later on, multi-directional stages provide the toughest challenge!**

## A SENSE OF HUMOUR!

Yes, the game does make you laugh, although whether some of the game's humour is intentional is not clear. Here's a few of the game's funnier moments.




**His eyes humourously fall to the ground and roll around to stare at you. Heh.**




**Whereupon he crumbles into toast crumbs. Actually not so funny, come to think about it.**




**Hilarious twinkle of eyebrows before he mounts the rampant beast.**





**The level ends as he enters a hut and a curtain drops. Cue pig squeal. Dunno what it all means!**















**Moving walls and spinning steps. Just a few of the hazards!**





## AWESOME GRAPHICS!

One of *Crash*'s most appealing factors is its stunning graphics, transforming what would be ordinary gaming sections into spectacular set-pieces. Don't expect to see this game on any other system, it's clearly been designed with the PlayStation's power totally in mind.

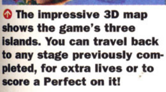







## HIDDEN STUFF!

Essential for giving the game that all-important 'replay value'. As mentioned earlier (see thrilling Crates boxout, cootsters), you need to smash every crate on each level to get a Perfect. However, even if you try your very best you'll find, when you finish the game, you only have around 60% of the game complete. That's because there are hidden sections accessible only by locating gems. These gems transport Crash to unreachable parts of stages, some of which contain the rest of the crates. Getting Perfects gives you special white gems and keys – which are essential for reaching the 'true' ending to the game. But that's another story.

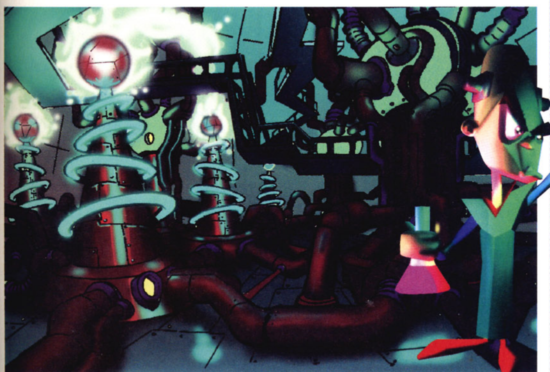
**The impressive 3D map shows the game's three islands. You can travel back to any stage previously completed, for extra lives or to score a Perfect on it!**



**See that glint there. Find the correct gems, and they turn into solid gem-stepping stones, allowing you to reach a hidden section of the level.**



**There's another hidden gem. Find it and you can reach that crate in the top-right. Only getting up there can allow you to get all the crates and score a Perfect!**







## COMMENT

**While there's nothing particularly amazing about *Crash Bandicoot* – other than the graphics – it's strangely fun. In fact, it's one of the most basic games around, featuring jumping over holes and breaking boxes... and not much else. But it's the jumping over holes that makes it kinda fun. There's no freedom of movement, and it's not a particularly inventive game at all, but it's got well-placed platforms which will drive you mad! The one badly done thing is the way that camera in the "into-the-screen" sections is fixed to the scenery, not Crash, making some jumps difficult to judge. In my opinion, it's a bit too basic and slow to make me want to spend loads of money on it, but it's well worth trying.** ED LOMAS

## COMMENT

**A bog-standard platform game, boosted by phenomenal hardware. No more, no less – but I like it lots. Naughty Dog make no bones about it: the *Bandicoot* is an intense traditional platformer with 3D overtones. So linear that many stages are best completed by just 'going for it', without stopping to see what's left behind. Predictable too, otherwise such bold tactics would not be possible. Even next to *Mario 64* I'd say *Crash* is the best-looking platform game to date. The textures are insanely detailed, and the special effects – flames, coloured flares, etc – are fantastic too. Question is, do I really need to prove to myself that I can meet the challenge of attaining 100%? Probably not. Technically brilliant in every way, and a real tease!** PAUL DAVIES

## REVIEWER

**It's a credit to *Crash Bandicoot*'s quality that (in this office anyway) it's shifted from being a subject of derision to being respected as a very good game. The first thing that leaves a lasting impression are the graphics. They are undeniably awesome! From the 3D scenery scrolling past on the early levels, to later textures on backdrops and fantastic lighting effects, it all looks so convincingly solid. With visuals like this, even if the game was quite standard underneath, it would be impressive. A good thing then, cos it IS standard stuff, although tuned up in a razor-sharp way. The typical platform elements have been so precisely placed, giving the game a real skill-testing edge. Excellently graded gameplay, but to be honest, it's perhaps too technical for me. On PlayStation I prefer the lighter fun of *Jumping Flash 2* (I think it's more unique too). But that game is too easy and Crash provides a lot more game. In many ways Crash is exactly what Sonic would be if he were on PlayStation. Graphically superb, technically perfect and surgically challenging, but not so cuddly to play. Flawless, but perhaps a bit charmless too.** TOM GUISE








***Every ingredient from the platform cookbook, perfectly fitted in place with fantastic graphics to match. It's like the Terminator of platform games.***





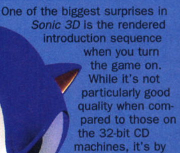

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION RUMOURED
- STORAGE 1 CD
- PUBLISHED BY - SEGA TEL: 0181 996 4620

Take one of the Mega Drive's first games, and combine it with one of the best. Add excellent rendered graphics, and you've got...

# SONIC 3D FLICKYS ISLAND

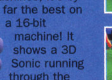


**How many times have people said that the Mega Drive is dead, only to be surprised when an impressive and top-quality game appears? Sonic 3D is the latest of these "surprises", proving that the Mega Drive can keep up with the current trend for 3D platform games. And it's even got a new style of play for a Sonic game, almost entirely forgetting the original's "run to the right" play.**



## A RENDERED INTRO ON THE MEGA DRIVE?

One of the biggest surprises in *Sonic 3D* is the rendered introduction sequence when you turn the game on. While it's not particularly good quality when compared to those on the 32-bit CD machines, it's by far the best on a 16-bit machine! It shows a 3D Sonic running through the Green Grove Zone surrounded by some equally 3D Flickies! There's also a great-looking story sequence at the start of the first zone, explaining exactly what Sonic needs to do.





## THE FLAMING FLICKIES



The basic idea of the game is to lead the Flickies to their warp rings in order to progress through the levels, but this often isn't as easy as it should be. When leading a line of five at once, a shot from a badnik can scatter your Flickies all over the place, and some are very tricky to collect. For example, the blue Flickies hang around you, the green Flickies rush off around the level, the purple Flickies wander off on their own, and the red Flickies bounce around, making them very difficult to catch.



These screens tell the story of the Flickies.



The rendered characters look brilliant.

All of the scenes moves as well.



And it's off you go! Toot toot Sonic warrior!

## WHAT'S IN THE BOX?





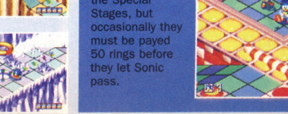


The television sets are now in place, ready to give Sonic new abilities. As ever, they need to be jumped on or spun into to release the power-up. The old favourites are still here – the Super Ring, Speed Sneakers, Invincibility, and One-hit Shield, as well as a few more. These include the Fire Shield which not only makes Sonic impervious to flames and lava, but also lets him drop to the ground quickly by pressing the jump button twice.



## SONIC'S WOODLAND CHUMS!

Most of the time, Knuckles and Tails are hiding around the stages, waiting to be discovered by Sonic. They'll normally give him access to the Special Stages, but occasionally they must be payed 50 rings before they let Sonic pass.



## ACTING UP

There are now seven full zones, plus a final boss zone, and each main zone is made up of three acts. Each of these acts is subdivided into between two and four sub sections, meaning that there's absolutely loads to do before the game's finished. The zones also have typically "*Sonic*" names, like the Green Grove Zone, the Gene Gadget Zone and the Panic Puppet Zone.



Here's the Gene Gadget Zone with loads of annoying fans.



Spring Stadium bounces Sonic into pits of spikes.



Rusty Ruin Zone is full of these rotating spikes.



Panic Puppet Zone 2 is based around a giant Robotnik!



At the end of each zone, Robotnik must be defeated.

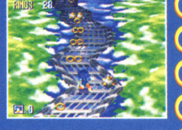
SONIC GOT THROUGH ACT 3
TIME TAKEN 1:19 SCORE 4700
TIME BONUS 5000
RING BONUS 100
TOTAL 0

After Robotnik, your rings and time are converted into points.

## BONUS TIME START!

Some of the things to be added since our Coming Soon feature last issue are the Special Stages. To get to these stages, the player needs to find either Tails or Knuckles hidden around the level, then take a total of at least 50 rings to them. Once this amount is reached, the familiar warp takes Sonic to a 3D into-the-screen running section where a set number of rings must be collected before each checkpoint. Of course, this would be extremely boring if all you did was run straight ahead, so there are also bombs littered about to make Sonic drop a few of his rings if he mistimes his jumps. But get to the end successfully and a Chaos Emerald is waiting.





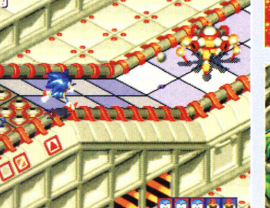














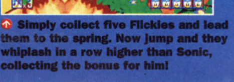
## REVIEWER

The Mega Drive *Sonics* are some of my favourite games, and I've played them far more than most people would ever admit to. Because of this, I was looking forward to the new game, while being a bit worried as to whether the new formula would work or not. While there's a different feel to the game, and an entirely new objective, it's still great. The *Sonic* characters and style have been used to make something which will appeal to all fans of the series, as well as a few people who couldn't be bothered with running right all the time. The graphics are fantastic, and it's pretty remarkable to think that a Mega Drive is producing the rendered intro and super-smooth game movement. The chequered floor gets a bit repetitive after a few levels, but is necessary to be able to judge some tricky sections correctly. It's harder than most *Sonic* games, and will take longer to complete, though there aren't as many secret sections to discover, cutting down on the replay a bit. But still, it's excellent fun, it looks and sounds brilliant, it's fast, and it's *Sonic*! The first essential Mega Drive game in years.

ED LOMAS



How on Earth can Sonic possibly reach that extra continue icon? The spring doesn't bounce him high enough.




Simply collect five Flickies and lead them to the spring. Now jump and they whiplash in a row higher than Sonic, collecting the bonus for him!

RATING



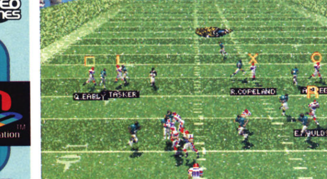






*Sonic returns in a completely new dimension, and it's just as much fun as before! Essential to all Mega Drive owners!*









SPORT | BY EA SPORTS | OCT RELEASE | 1-4 PLAYERS

- PC CD-ROM VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY - E.A TEL: 01753 672 161

## Hi everyone, I'm John Madden. Welcome to the 1997 version of my game! Let's play ball!

# JOHN MADDEN NFL 97













**John Madden came from nowhere with one of the biggest surprises to hit video games – a good American football game which impressed even those who didn't know anything about the sport. There has been an updated version every year since 1990, so *Madden '97* isn't much of a surprise to anyone. What is surprising, however, is that it's the best version since *Madden '93*! Where'd that truck come from?**



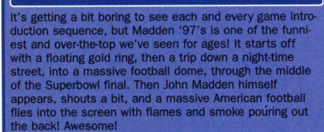






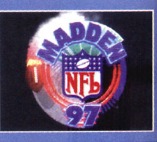

### LET'S TAKE A LOOK AT THE HALFTIME STATS!

It's getting a bit boring to see each and every game introduction sequence, but Madden '97's is one of the funniest and over-the-top we've seen for ages! It starts off with a floating gold ring, then a trip down a night-time street, into a massive football dome, through the middle of the Superbowl final. Then John Madden himself appears, shouts a bit, and a massive American football flies into the screen with flames and smoke pouring out the back! Awesome!



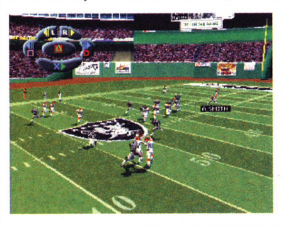







### HE'LL FEEL THAT ONE IN THE MORNING!

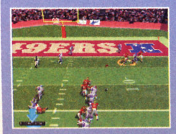
All of the football pitches in *Madden '97* are particularly realistic. Every one of the real NFL stadia is included, from the Ravens' relatively small ground to the massive Candlestick Park. They really add to the authenticity of the official NFL license, and make the game look brilliant!





### HEY! HECK OF A PLAY!

The basic play of *Madden '97* is very similar to the 16-bit versions – pick your play from a massive selection created by Sir Madden himself, snap the ball, and either run up-field or choose a receiver (it's now possible to have up to five receivers at once instead of just three!). The players can all perform the usual dives, spins, hurdles, and charges, as well as being able to hand off attacks, and jump to block passes.







**You need to select a formation, then a style, then a specific play. The complex squiggles actually show where each player is meant to go.**

## REVIEWER

**The 16-bit *Madden* games are classics, as they managed to make American football games popular in the UK. I, for one, didn't know anything about the sport until I played *Madden '92*, then ended up staying up all night to watch the Superbowl for four years in a row! the games went downhill after *'93*, so it's great news to see that PlayStation *Madden '97* is definitely the best for four years. It plays almost exactly the same as the others, with lots of choice additions which don't clutter the game up, and the sprite-based players keep the same graphic feel. The sound is brilliant – some really clear speech samples, excellent crunching sounds and good background noises. There are also tons of teams, all the real players (each with a photo and background information), all wrapped up in some of the best presentation yet. Anyone who used to play *Madden* will love this, and even those who don't know anything about the sport should consider it as it's one of the best sport games around. Brilliant!**

ED LOMAS

## RATING







*The best game in the classic series for years, and one of the best 32-bit sport games!*






# REAL BOUT FATAL FURY







BY SNK







After somewhat mixed opinions regarding *King of Fighters '95* (arcade-goers say it's great, home owners say it isn't) SNK finally release their second Dual-ROM Neo Geo conversion - *Real Bout Fatal Fury*. Some might argue that it's difficult to see why the supplied memory card is required – the animation, although great, is hardly in the same league as the non-memory card *Street Fighter Alpha 2* and although pixel-perfect in just about every regard, the graphics seem to lack some of the impact of the Neo Geo originals. However, in terms of gameplay, this is SNK at their best. They have always specialised in producing a sprite-based fighting game quite apart from the Capcom games, relying on intricate gameplay mechanics that novices find difficult to get to grips with. *Real Bout Fatal Fury* goes one up on *King of Fighters '95* in the depth of play, and there's even the addition of some hilarious ring outs – the best being smacking your opponent into a tube train, watching them bang helplessly on the glass windscreen as the train pulls out of the station where the fight takes place.



In all, I thoroughly enjoyed *Real Bout Fatal Fury*, but I've always had a soft spot for the SNK genre of fighting game. However, even if you don't like them, there is much to commend *Real Bout*, not least the absolutely brilliant CD soundtracks. The thing is, you along with everyone else is going to be comparing this to the cheaper, higher profile *Street Fighter Alpha 2* – and while this is very, very good, Capcom's title has far superior graphics, a more intuitive and rewarding system of control plus a far flashier feel to it. So unless you're a rabid SNK fan, I'd probably get that instead.

**PAUL DAVIES**
















# ORION BURGER




BY SW

OUT NOW

1 PLAYER

• PRICE £TBA
• NO OTHER VERSIONS PLANNED
• NO OTHER VERSIONS AVAILABLE
• FORMAT: 1 CD
• PUBLISHED BY EIDOS
TEL: 0121 625 3388

Point-and-click adventures generally tend to be quite tedious. Either taking themselves too seriously or trying (badly) to be humorous. The exception to these has always been LucasArts' adventures, which genuinely are funny and involving. Thankfully, *Orion Burger* takes after them! The plot follows earthling, Wilbur, abducted by aliens to see if the human race are stupid enough to turn into burgers. Having failed the test, he's returned to Earth. But the aliens mess up the teleport process, sending him back to before he was abducted, without erasing his memory. What follows is a Groundhog Day rip-off, as Wilbur can relive the hours leading up to his abduction, in an attempt to prepare for the alien IQ test. What makes Orion Burger appealing is its sharp style, clearly based on Hanna Barbera cartoons like Scooby Doo (Wilbur even sounds like Shaggy). What's more, it IS funny, with a real Calvin and Hobbes-style approach to sci-fi. The actual game premise is also smart, as Wilbur wanders his town attempting to crack individual problems. Fail and he returns to the alien ship and starts the day again. Each time, you learn a little more and pick up better skills and items. With a plot unfolding around all this. *Orion Burger* is a very good point-and-click adventure. But I stil think you've got to be a patient, lateral-thinking person to enjoy them (even the LucasArts ones). If that's you, you'll more than likely enjoy this.

**TOM GUISE**



Help! Get me out of this mess! Click on something, quickly!

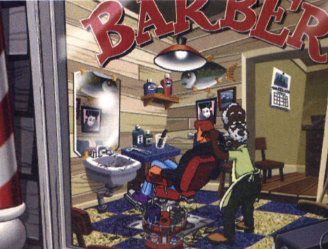


The cartoon style is especially good, which helps a great deal y'know.

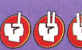








SEGA SATURN





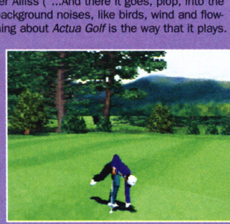
# ACTUA GOLF

GOLF SIM | BY GREMLIN | OCT RELEASE | 1-4 PLAYERS

- PRICE £44.99
- NO OTHER VERSION PLANNED
- PLAYSTATION VERSION AVAILABLE
- PUBLISHED BY GREMLIN
TEL: 01142 753 423

The PlayStation version of *Actua Golf* is brilliant – definitely the best golf game on the machine. But we were still a bit worried as to how the Saturn version would turn out, seeing as many PS-to-Saturn conversions don't come out very well. Fortunately, this is one of the best translations yet, being almost identical to the original! That means that the graphics are great – nice, detailed real-time 3D which can be viewed from any angle, with an option to fly around any hole before tackling it. The players are all motion-captured, so they look very realistic in their motions. The sound is also brilliant, featuring a commentary by Peter Alliss ("...And there it goes, plop, into the water!") and some nice background noises, like birds, wind and flowing water. But the best thing about *Actua Golf* is the way that it plays. It borrows a lot from the *PGA Tour* series, using a similar aiming arc and three-press power bar to do all the work, but that's no bad thing at all. The two courses may not be enough for some people, but the'll keep you going for a while, as they are very detailed and take a lot of learning. Besides, Gremlin are planning to release extra courses on separate discs. There are no golf games which get anywhere near to touching this on the Saturn, and it's going to take a lot of beating. It's great!

**ED LOMAS**















PC CD ROM



# GENE WAR



GOD GAME | BY BULLFROG | NOV RELEASE | 1-4 PLAYERS (NET)

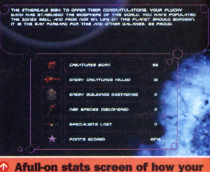
- PRICE £TBA
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- FORMAT: 1 CD
- PUBLISHED BY EA
TEL: 01753 672 161

Bullfrog are the masters of the 'god game' and clearly they know it, since near enough every game they make is a variation on the theme (no pun intended). *Gene War* takes the well-worn formula and submerges it in a thick sci-fi plot. A super-race known as the Ethereals, tired of watching lesser races conflict, have forced the races to recolonise barren planets. If they prove themselves they are rewarded,. If they do bad things they are punished. You control the humans, and this means doing *Populous*-style things to a series of planets. You have different specialists (engineers, botanists, geneticists etc) who can do various things. To start, you have to build mining machines to get GLOOP (*Gene Wars* variation on Mana). These need to be powered by solar processors. So you build those next. Then you can build gene pods, which can reproduce animals (enter the genticist to run them). Early stages have these simple objectives, but as the game progresses you come into conflict with the other races and the objectives get trickier. More machines become available (requiring more gloop). Even with the range of structures you can build, and abilities your race possess, it's still is a very thinly rehashed *Populous*. But with a poorer style and sense of humour. *Theme Park* is good because people want to make theme parks. And it must gaul *Bullfrog* that the best game (*Sim City*) of this type isn't by them. But Gene War's theme will go over the heads of most people. It's a smart well-executed game, but I don't care much for it.

**TOM GUISE**




**The omnipotent Ethereal's gathering beam. Thrills 'n' spills!**



**Afull-on stats screen of how your colonisation when. Rippin' stuff!**

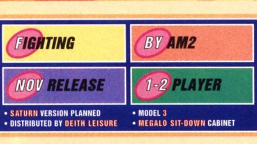


**That prune at the bottom is a gene pod. And those dog things a breeded mules.**




MINI REVIEWS

# ARCADE


FIGHTING | BY AM2
NOV RELEASE | 1-2 PLAYER
• SATURN VERSION PLANNED
• DISTRIBUTED BY DEITH LEISURE
• MODEL 3
• MEGALO SIT-DOWN CABINET

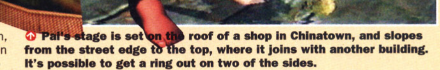
## Virtua Fighter 3

**We've spent the last few months admiring every picture of *Virtua Fighter 3* we could get our hands on, we've been listening intently to stories from people who'd seen the demos running on video, and waiting patiently for our chance to finally play the game. And at last we have! The first few test machines arrived in the country recently, and we were first in the queue to play them, meaning that we're well qualified to tell you exactly how it plays. Please remember, these pictures and the information all come from a not-quite-finished version, and may be changed slightly in the final game.**

### OUT OF THE RING!

Of course, the backgrounds in *Virtua Fighter 3* look incredible, but the biggest thing is that they each affect the way the game plays slightly. For the first time in a one-on-one fighting game, the scenery undulates on some stages, adding to the strategy element of the game. With the Escape button, players can now move anywhere in the ring at will, letting them climb the raised areas to get an advantage over their opponent. The ground you are on affects the fight greatly at times, as it's not always possible to grab players on a different level, and often you'll end up punching straight over a lower fighter's head! Also, some moves are increased in damage when using the height advantage. For example, one of Wolf's new throws (F, F+G+P) makes him jump onto the other fighter and roll them into the floor. When done from the top of a set of stairs, he falls further with them, causing slightly more damage.

**It's possible to get a ring out at either end of these steps, or even over the small wall!**


**Pai's stage is set on the roof of a shop in Chinatown, and slopes from the street edge to the top, where it joins with another building. It's possible to get a ring out on two of the sides.**


**Jeffry's island stage is excellent. The actual ring is fairly small and is irregularly-shaped, but you can fight a small way into the water. If you step off the visible underwater ledge, you drown!**

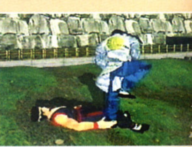


**Lion's incredible room is one of the best backgrounds. There are stairs going up either side, with barriers at the top and a small drop on either side. The E button is essential here.**



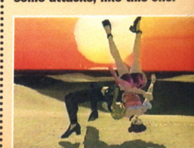






**See how Lau's cloak flows around as he stomps on Akira? All the clothing looks incredible!**


**Jacky's construction site stage has got a glass floor with breakable light bulbs.**


**The wall at the top of Pai's rooftop stage can be used in some attacks, like this one.**


**Sarah's basic rear throw is the same as in *VF2*.**

Virtua Fighter 3

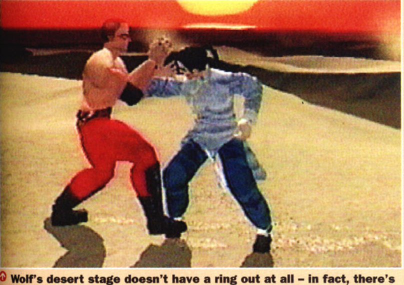
THE MOST AMAZING FIGHTING GAME EVER!

ARCADE






Kage's courtyard has an undulating earth floor, as well as sets of steps to fight around. Also, leaves are blown from the floor as the fighter move over them.



Wolf's desert stage doesn't have a ring out at all – in fact, there's no limit the ring! There are loads of sand dunes to fight around, moving in and out of the shadows. There's also an excellent heat haze effect in the distance.




This cave stage has a very bumpy floor, but there are no sections which are noticeably better to be on than others. There's a lovely fire burning in one slightly-raised corner which covers the characters with a nice orange glow, making it one of the best-looking stages.

## AOI UMENOKOJI

In the original *Virtua Fighter 3* demo, Aoi was seen to be dancing in front of a snowy waterfall. In the actual game, her moves are very similar to the original dance movements – very gentle and graceful, yet deadly when used properly. None of her regular moves seem to have any real force behind them, looking more like gentle hits than thumps like everyone else. Her grapple moves are particularly impressive, seeing as they are possible to link together, *Tekken*-style, and also involve some excellent limb breaking! For example, for her high kick counter she grabs her opponent's leg, turns them around on the floor and stamps on their shoulder! Oof!





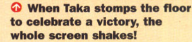




## TAKA-ARACHI

Unsurprisingly, Taka plays very much like every other Sumo who's ever been in a fighting game. His rapid punches and dashing slaps can be used to get close to opponents, which is where he's particularly useful. He has a big selection of extremely powerful throws, trips and grapples which are the real key to Taka mastery. He's not much of a counter-attacking throw character like Wolf, who's best tactic is to wait for an opening in his foe's defence, then pound their head into the floor. Taka is far better off wading in with hits from all angles, then dodging in close to get in a grapple where he can cause far more damage.



When Taka stomps the floor to celebrate a victory, the whole screen shakes!



This stomping move is one of Taka's only foot-based attacks. It also makes the screen shake.

## THE FIGHTERS

*Virtua Fighter 3* includes all of *VF2*'s characters, as well as new fighters Taka-Arachi and Aoi. The look of the characters is very similar to the *Virtua Fighter 2* rendered artwork, and they stick to the style of the series well. They've all got two costumes – one similar to their standard *VF2* costume, plus one completely new. For example, everyone knows Kage's standard blue ninja outfit, but he looks completely different in shiny silver trousers with a cool T-shirt and portable ninja facemask.

*Finally, after many hours of playing* Virtua Fighter 3, *we can talk about how the new characters actually PLAY, rather than just how they look. Take a look in FreePlay to see how their moves are performed.*






Pai using one of her new attacks on Sarah.







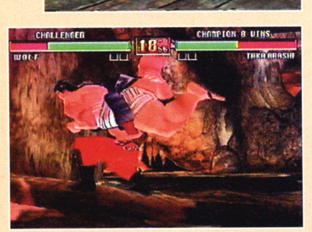
Virtua Fighter 3

THE MOST AMAZING FIGHTING GAME EVER!

ARCADE








In the latest version of *VF3* we played, Shun's costume had been replaced.

## THE MOVES

The characters are much more varied than in *VF2*, because they've each had their own martial arts strengthened. For example, Shun uses more moves from the real drunk Kung-Fu, making him completely different to Wolf with his wrestling throws and grapples. Now there's a massive difference between each character, and it only takes one play as each to figure out who is your favourite.
The *Virtua Fighter* games have always played-down jumping by making the characters very floaty, meaning that it's almost useless. In *Virtua Fighter 3* it's a lot harder to jump by accident than before, as the command is now a quick tap of Down then Up. This also stops accidental jumping when using Up with the E button to move into the screen.



Jeffry slams Lion up against the wall repeatedly to cause big damage.



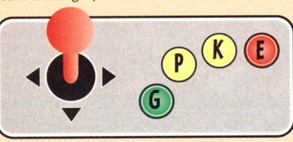
Lion jumps over his opponent, and kicks them in the head in mid-air!



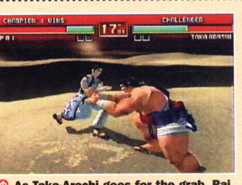
Just like Jackie Chan, Shun's new combo hits like a drunken old woman!

## THE "E" BUTTON

The main addition to *Virtua Fighter 3* is the extra "Escape" button. It's far more than a novelty as it may first seem – it's essential for turning the game into a true 3D fighter. A single tap of the button will make you character dodge around your opponent, much like Lion and Shun's moves in *VF2*, and the direction can be controlled by pressing Up or Down on the stick along with the button – Up to move into the screen, and Down to move out.
For example, if you can perfect your timing, you can use the E button to duck under and around an attack, then smack you opponent in the side of the head! One of the annoying things about *VF2* has been cured as well – if someone's repeatedly punching, you now don't have to stand and block the hits, instead you can dodge around them.
The button is also very useful for moving around the arenas to gain the ground advantage. Some characters have throws which push their opponent up against the walls, and the E button needs to be used to move round to the right position.




The E button, used along with the joystick, moves your character about 45 degrees around your opponent, much like Lion in *VF2*.



As Taka-Arachi goes for the grab, Pai dodges around him, ready to throw.




## THE METALLIC BOSS

In one-player mode, you need to beat eight of the twelve characters before facing Dural. She doesn't have her own background at the moment (maybe there will be one when the game's totally finished), instead she fights in one of the standard fighting areas. As with the other *VF* games, she uses moves copied from other fighters, and you only get one chance to beat her. After that, you get to enter your name by knocking over a comedy fighter made up of loads of letters to spell out your initials!




## THE VERDICT

After hours of play, we declare that *Virtua Fighter 3* is the best 3D fighting game ever. The incredible graphics are only a small part of what makes this so good. With FULL 3D movement, it finally breaks away from 2D game-play with 3D graphics, and makes the most realistic and enjoyable fighting game around. And our moves list in FreePlay this month just scratches the surface – this game is going to be developing for months before we know absolutely everything about it, then will take many months more before it's mastered. Incurrrrredibul!

## THANKS!

Thanks very much to Lloyd and Nelson from the Sega Metropolis at Hamleys, Regents Street for letting us play *VF3* a lot before the shop was open. We recommend you get down there as soon as possible, as they've currently got a brand new machine on test, as well as just about every top arcade game.










THE MOST AMAZING FIGHTING GAME EVER!

Virtua Fighter 3

ARCADE

FIGHTING · BY CAPCOM · NOV RELEASE · 1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN • CPS 2 • SIT OR STAND UP CABINET

# X-MEN VS STREET FIGHTER

**Some people would describe it as Capcom being desperate to make another *Street Fighter* game quickly, some would describe it as the sequel to *X-Men: Children of the Atom*, and we'd describe it as a lot of fun! The joining of the *X-Men* and the *Street Fighters* is an awesome idea, and one which was merely rumoured in last month's FreePlay. This month – we've spent hours playing it!**

## THE UNCANNY IDEA!

In *X-Men Vs Street Fighter*, you pick any two characters for your team, meaning that you can make a matchup as sensible or wacky as you like – Magneto and Dhalsim, for example! You then fight one round against the other team, being able to switch between fighters at any time by pressing Hard Punch and Hard Kick at the same time. This makes the new fighter jump on-screen with an attack, then pose for a split-second before continuing the fight. The fight goes on until one team has had both members knocked out.

Another aspect of the team game is that there are super moves which use both fighters. By entering the command with the Hard Punch and Kick buttons, the current character will charge for their move while the second character jumps on-screen and joins in for a few seconds! These are the most impressive moves in the game!




**As you can see here, all of the special moves are far more impressive than before. This is just Dhalsim's standard Yoga Flame move!**



**Here, Rogue snogs Charlie and steals one of his special moves. It's a really annoying move.**









**The character select screen with the eight *X-Men* and eight *Street Fighters*. Plus there's Akuma hidden off the top.**

## SUPER-X CUSTOM FINISH!

When a super move is performed, the screen dims and the character doing the move flashes as before, while a portrait of themselves flashes on-screen, to make the supers far more flashy than ever before. If you finish the opposing team with one of these amazing moves, you get an excellent explosion – an orange and yellow one for *Street Fighters*, and a big blue one with an "X" superimposed for the *X-Men*.



**When you perform a super move, a picture of your character briefly appears on the screen. It's very dramatic.**

## THANKS!

As with just about every Capcom game, Casino Amusements in Tottenham Court Road (rnext to Goodge Street tube) were the first in the country to get *X-Men Vs Street Fighter*.




## SUPER X-FIGHTER HEROES ALPHA!

The characters included are: Ryu, Ken, Charlie, Zangief, Dhalsim, M. Bison, Chun-Li, and Cammy for the Street Fighters; and Cyclops, Wolverine, Magneto, Juggernaut, Storm, Sabrewolf, Rogue, and Gambit for the X-Men.

Cammy has been completely re-done in the "Alpha" comic-style graphics, and she's also got a few new moves, including a diving kick from the air. At the end of a fight, M. Bison appears and Cammy salutes him, meaning that the game is set before Super Street Fighter 2 where Cammy had turned against Bison, but after Street Fighter Alphas 1 and 2. Um, that's what we think anyway.

There are also three new *X-Men* fighters, all with new moves. Sabrewolf, as you'd expect, is a bit like Wolverine at times – his Hyper-X is a repeated running slice. Sabrewolf's projectile move has his friend join him on-screen, then fire a giant laser gun!

Rogue can dash in towards her opponent, kiss them, and learn one of their moves for the rest of the fight! This means you can snog Ken, then perform flaming dragon punches on him!

Gambit uses his staff and charged-up playing cards as projectiles. His Hyper-X move – the Royal Flush – sees him throw a barrage of flaming cards at his opponent, hitting many times if not blocked.

We've also discovered this really tough cheat to play as Akuma! Move your selection box to the top row of characters and press Up to move onto an extra Akuma box at the top! That was hard to find.

All of the characters have been mega-enhanced from the previous *X-Men* and *Street Fighter* games, even though they look the same. Just about every move can be performed in the air – mid-air dragon punches, spinning piledrivers, sonic booms, anything at all! And the character's main move has been accentuated. For example – Ryu's fireballs are now massive (and you wait till you see his super fireball!), and Ken's dragon punches turn him into a massive column of flame!



FIGHTING · BY CAPCOM · DEC RELEASE · 1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN • CAPCOM PLAYSTATION BOARD • SIT DOWN CABINET

# STREET FIGHTER GAIDEN

We haven't got much space to go into real detail this issue, but here are the first pictures of Street Fighter Gaiden, also known as Street Fighter 3D. As you can see, many of the old favourites are still there – Ryu, Ken, Zangief, Chun-Li – but there are also new characters like Doctrine Dark, Skullomania (a guy dressed in a skeleton costume!), and Pullum Prina. The game was playable at the recent JAMMA arcade show in Japan, and appeared to move smoothly, looking a bit like Tekken 2 or Toshinden. We should have the chance to play it properly soon, so we'll do a proper feature then.







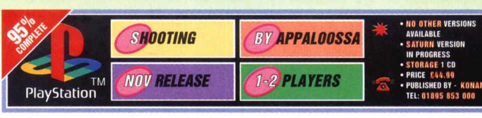






**The picture on the left shows D. Dark using a brand new move on Chun-Li in the sewers. Can't wait!**





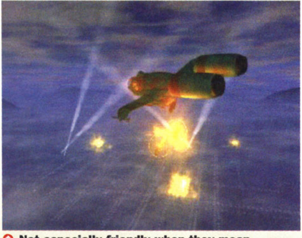

# CONTRA

**The *Contra (Probotector)* series from Konami is one of the most thrilling ever. Now Konami have the 32-bit updates almost ready to go. Hold onto your pants!**

**We expect that most 16-bit veterans own or have played *Contra* in some form previously. So you can understand why we're very excited about this PlayStation and, soon to be, Saturn release. This platform shoot 'em up series is known for being extremely tough, but perhaps more notably for its imaginative character design and unique gameplay features. Take this to mean big ugly bosses, and an impressive array of cool weapons and associated techniques to defeat them with. Remarkably Konami have trusted the 32-bit project to a company called Appaloosa, who used to be called Novotrade. These are the people who brought you *Ecco the Dolphin* and *Subterranea* on Mega Drive. Interesting choice. Well have no fear, because Appaloosa have honoured the fine *Contra* tradition, and produced what appears to be the ultimate shoot 'em up (so far) for your forthcoming pleasure!**



**Here's how the Contra Force's drop ship looks – armed from wing tip to wing tip.**



**Not especially friendly when they mean business, aren't our heroes!**

## NOW IN 3D!

A new 32-bit environment means that the old side-scrolling viewpoint has been exchanged for an isometric, 3D perspective. The battlefields, which range from Urban, through Jungle and Space, are all texture-mapped polygon. This allows for greater 'realism' and some dramatic viewpoints – like peering over a barricade into the melee. 3D scenery also allows for interesting new tactics, such as hiding behind bushes! Most of the minor enemies are represented as multi-faceted sprites, but the bosses are out in force as intricate polygon models, all of which are brilliantly animated. The situation becomes even more interesting for PlayStation owners when you learn how that version comes supplied with 3D glasses so that the game can be played in actual – as opposed to perceived – 3D. My eyes! My eyes!







**This tank rumbles about with convincing realism, mostly due to skillful modelling.**

**Articulated enemies, like this Jungle based weirdo on the right, are very cool.**

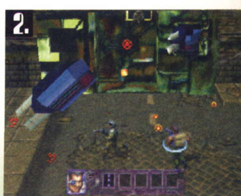
## GROUND CONTROL

Super Probotector on Super NES wouldn't be half so much fun were it not for the fantastic level of control. In that game players can run along shooting, or fix their position in order to direct their fire in eight directions. And everyone was blown away by the innovative, top down perspective 'Mode 7' stages in which the shoulder buttons are used to direct the mercs. By comparison the control in 32-bit Contra is pretty standard: jump, crouch, run, shoot. However the 3D environment makes life a little bit more interesting by allowing the ability to strafe from side to side. Excitement levels are also raised by the fact that distance of objects close to or far away from the ground has a more dramatic effect – there is a stronger sense of jumping over an enemy or ducking beneath a spray of bullets.

**1 Before embarking on each mission, this map shows your progress. 15 stages in all.**

**2 Jump to knock out the guns, and strafe to take care of the ground troops.**



## FOUR TO THE FORE

Representing players this time around are two humans and two cyborgs. They each begin the mission with a standard pulse laser, which is upgraded to a flame thrower after collecting the first powerup. After that each character carries two specialist weapons, unique to them, typically some form of homing missile/ laser and spread shot. There's also a Smart Bomb, good for a one-off super attack! In a two-player game, choose the character combination which suits you.






**Choose this cyborg if you want to take advantage of its curling homing laser.**



**One of the humanoids applies his flamethrower to the task of defeating a creepy-looking arachnid.**

## BOSSARAMA!

With the boss enemies created as 3D polygon models they now boast amazing new tactics, plus all the old ones look better. Cannons mounted on a towering barricade swivel and target their lasers so smoothly. An insectoid mini-boss reaches out with tentacles, and curls into a ball before firing out a deadly shard. Another example is that the Drop Ship, which features in *Super Probotector*, unfolds into a precarious platform after being defeated. Even incidental enemy vehicles, such as an aircraft which attacks at the beginning of the Jungle Conflict stage, looms impressively as a detailed 3D model.



**Here's how that Drop Ship looks in the new Contra. Is it what you expected?**



**When the Drop Ship is defeated, this is what it morphs into. Weird!**



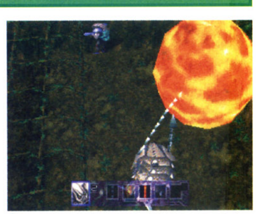
**The only moving part on this Jungle boss is the snake-like head.**



**As your guy concentrates on the ground, an enemy aircraft attacks!**



**Beating this jungle nasty isn't so easy, even with this homing laser.**



**Try hitting it with a smart bomb. Only don't miss, like Paul did here!**



**Piloting the Contra squad to the war zone is a simple enough job...**



**...unless the Red Falcon's AA boys are feeling extra sharp today!!!**

## BACK IN THE SADDLE AGAIN?

One of the most talked about features in *Super Probotector* is the opportunity to steal enemy vehicles and ride them around. Plus *Contra* specific transportation such as speeder bikes and helicopters. While such a chance isn't presented during the first couple of stages we have played, our friendly Konami representative has promised such features do exist in the 32-bit games. Expect the return of the armoured car, and even jet skis to appear somewhere in the finished game.




## ARMAGEDDON

Exciting, eh! Just one month away from the full CVG playtest of the ultimate *Contra* adventure (hopefully). Meantime, you should think about practicing on those old prequels. We get the feeling you're reflexes are going to need sharpening for this.







- LOADS OF PREQUELS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT TEL: 0171 258 3791

## The *Mortal Kombat* series gets bigger and better all the time. And this compilation is ready to burst, it's so packed full of features!

# MORTAL KOMBAT TRILOGY

**Last month we showed you the first version of *Mortal Kombat Trilogy* on the PlayStation and revealed some of the excellent new features. Little did we know that the Nintendo 64 version would have even more to it! Then, to top it all, the latest PlayStation *MK Trilogy* has got yet more again! This is definitely going to be one of the biggest games of the year, and CVG is definitely going to bring you the best coverage around. Stick with us! So how exactly does the game play on the Nintendo 64's controller? Just what new characters are there? And what's the new Aggressor bar for?**

## YOU GIVIN' ME AGGRO?

The biggest new feature for *Mortal Kombat Trilogy*, by far, is that there's now a super bar of sorts – the AGGRESSOR bar! With every special move performed, and every attack which hits, the word at the bottom of the screen is built up gradually. When it's full, it flashes for a few seconds, making your character extra-tough, as well as making shadows follow you around! With the Aggressor mode on, all your attacks are more powerful than usual, and we also hear you can then perform Brutalities to finish opponents off!




**This shows how the shadows follow your character when you have a full Aggressor bar, as Raiden and his traces run across the screen.**

## MORE MOVES

While playing away, we've noticed a few new moves for *Mortal Kombat Trilogy*! Of course, the completely new characters like Rain and Noob Saibot need completely new moves, but even Baraka has a new spinning attack! Kano can perform a new rolling attack, and nearly everyone has new combos as well! The old *Mortal Kombat 2* characters (Baraka and Raiden) have also been brought up to date by having running animations added, and the ability to perform combos included, as these weren't possible in *MK2*.




**Noob Saibot's fireball fixes itself to his enemy and stops specials for a few seconds.**




**Rain controls the weather by raising his hand to the sky. Noob's about to get a shock!**

## WHAT'S THE BUTTONS DO?

One thing worrying *Mortal Kombat* fans was that it was unclear how the Nintendo 64 control pad would handle the game. But don't worry, we know how it works! For a start, the actual game can be controlled with either the cross-key on the left of the joypad OR the analogue stick in the middle, while the two main action buttons and the four yellow C-buttons control everything else. The top L and R buttons can also be used as the block keys! Of course, there are options to change all of these to whatever you want.










## MANY, MANY FINE PLAYERS

There are also new modes in the Nintendo 64 version of *Mortal Kombat Trilogy*. As well as the usual Two-on-two and Tournament modes, there's now Three-on-three where each player selects three characters who fight one by one against his/her opponent's three! And because of the Nintendo 64 version being on cartridge, there is no loading delay between characters – they just explode in a shower of blood and guts, and the new fighter jumps on the screen!










**See here! Now *Mortal Kombat Trilogy* features fighting arenas from the original *Mortal Kombat* game, as well as *MK2*, *MK3*, and *Ultimate MK3*! Now you can fight in Goro's Lair once more, actually AS Goro!**







# MEANWHILE, ON PLAYSTATION...

Since last month's New Games feature on PlayStation *Mortal Kombat Trilogy*, things have come a long way! The Aggressor bar has been added, the new moves are also there, *Mortal Kombat 1* backgrounds are selectable, new fatalities have been created and... wait for it... there's more than one version of some characters!




The classic ninjas battle it out.




Rain selects his destiny with Ermac.




Johnny Cage uses his Shadow Uppercut to finish Ermac off. Come on! Let's see a nice fatality!




Rain can make lightning in a desert!




Here's the new dragon logo. Lovely!

## IN THE OLD DAYS...

While fiddling about with PS *MK Trilogy*, we discovered that by highlighting some characters and pressing Select, they would transform into an earlier version of themselves! For example, it's now possible to play as Raiden from *Mortal Kombat 1* or *2*, or as the original Kano wearing white! And you can play as *Mortal Kombat 2* Jax, so you can rip people's arms off again! Hopefully, this feature will be included in the Nintendo 64 version soon, and improved so that it covers EVERY character in the game! Awesome!

## THAT PIXEL'S A DIFFERENT SHADE, SURELY

The Aggressor bar is in PlayStation *Mortal Kombat Trilogy* now, but a fully-powered-up character looks slightly different to the N64 version. On the PS, the shadows coming from the back of an Aggressive character are red, which we actually reckon look slightly cooler than the N64's translucent trails.




Baraka's lovely chopping move sprays Reptile's acid blood!

## TOO BUSY LOOKIN' GOOD!

As you can tell from the screenshots, the Nintendo 64 version of *Mortal Kombat Trilogy* looks excellent. The characters are as big as in the arcade version, and all of the detail of the back grounds is included. And on top of this, you need to remember that there's practically no loading time at all!
Some things needed to be created especially for *Mortal Kombat Trilogy*, like the battle screen portraits for Baraka and Raiden, as these weren't in *Mortal Kombat 2*; and the running animations for characters from *Mortal Kombats* before the run button was added.










Occasionally, before fights, this secret character appears with a riddle. We don't yet know who she is, but we're going to find out!




Cage's two fireballs are slightly different to MK2.




Look at this! It's the bottom of the original *Mortal Kombat* pit! Not many people will have seen this background, as it took great skill to be able to fight the hidden Reptile here! But look at all the dead bodies on the spikes – it's disgusting! And brilliant!









# NEW GAMES

## NINTENDO N64 SOFTWARE UPDATE

**Since launch, things have been very quiet on the N64. Thankfully we have lots of great news to break this month, starting with three of the major titles to be released through Nintendo in Japan and America between now and Christmas. We hope you will agree that these are the most awesome looking games to have appeared in a while. At last!!!**







### WAVE RACE 64

Kawasaki JETSK

**TYPE: WATER RACING**
**FORMAT: N64**
**BY: NINTENDO**
**DUE: OUT NOW (JAPAN/US)**

A truly sensational new title to boost the reputation of N64. In this game it genuinely feels as though you are racing on water! The only thing missing is the absence of rushing wind, and spray on your face.

*WaveRace 64* is a one or two-player (simultaneous competition) Jet Ski race game, developed by Nintendo. Nice and simple. As with the majority of these early titles, it makes use of the '3D' analogue stick – in this case to steer the Jet Skis through the water. Another hallmark of quality is Shigeru Miyamoto, once again down as the Producer. There are around five different course styles, in locations such as Venician style canals, misty lake, a Dolphin Park, and frozen river.

Each venue boasts unique obstacles, all of which are characteristic of the scene. Canals introduce twisty tunnels, while elsewhere icey shelves affect control, and the struts of Jetties force a slalom. Races typically last for three laps, forcing players to stay on top – literally. It is possible for riders to fall into the water, and they take time clambering back on board. To increase involvement, Nintendo have introduced stunts to the act which are performed mid-flight upon leaving the crest of a wave. From studying the Japanese gaming press we already know of at least 15, all of which are executed by complicated positioning of the 3D-stick in conjunction with the Blue and Green action buttons.

Like any great Nintendo title, the gameplay is as basic or as involving as you like. It isn't necessary to try for stunts, but the rewards are there for trying. Everyone, however, will appreciate the stunning graphical beauty of *WaveRace 64* in the same way: Look forward to solar flare glancing across the screen as the sun sets in a red sky; geese flying low above the lakes, as fish dart beneath the water; dolphins leaping out of the marina; and the obligatory imposing helicopter.







**Score Attack mode places these rings to pass through. No other racers to worry about.**




**At the start of a race, riders rest with their legs paddling in the water. At "GO!" they hop on.**













**Even in two-player, split-screen mode the level of detail is virtually unchanged.**




**It says "Machine Select". Players can select a normal or custom Jet Ski to race.**



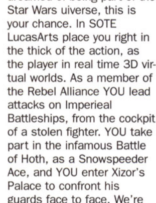
# SHADOWS OF THE EMPIRE

**TYPE:** X
**FORMAT:** N64
**BY:** LUCAS ARTS
**DUE:** OUT DEC (JAPAN/US)
**PLAYERS:** 1-2



How long have we waited for the definitive Star Wars game? Well, we have a feeling that this could be it! If you've ever dreamed of being part of the Star Wars uiverse, this is your chance. In SOTE LucasArts place you right in the thick of the action, as the player in real time 3D virtual worlds. As a member of the Rebel Alliance YOU lead attacks on Imperieal Battleships, from the cockpit of a stolen fighter. YOU take part in the infamous Battle of Hoth, as a Snowspeeder Ace, and YOU enter Xizor's Palace to confront his guards face to face. We're not exaggerating.







Drawing from their vast experience in creating awesome games like *Rebel Assault*, *X-Wing*, and *Dark Forces*, LucasArts have taken the N64 and produced the closest thing to real Hollywood we have ever seen. By this we mean Alias™ special effects, allowing amazing explosions and other atmospherics such as fog, and the way that every object in the game looks so solid, so REAL. No glitches or ugly pixelisation, even when approaching somethig nso huge as an Imperial Freighter.

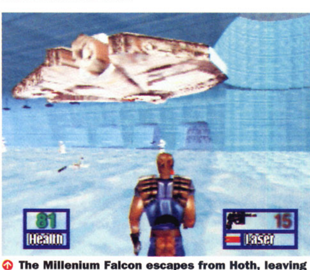
Scenarios range from the cockpits and gun turrets of classic Star Wars space craft, to expeditions on foot. In any situation, the powerful 3D environment allows players to take a look at the scene from any angle – from first or third-person perspective. An in between each one, a real-time polygon cinematic fills in the plot details. Highlights are many – too many to list in detail here. But ones which immediately soring to mind are the Snow Speeder as it whips up a storm in the Hoth Battle, chasing AT-ATs which look and move every bit as menacing as they do in The Empire Strikes Back. Sky Hook Battle is a space shoot out with Imperial Fighters who are protecting a giant Space Station. Players get to pilot the Rebel space ship, and view the action from in or out of the cockpit. Outside you can see the gun turret pumping lasers into the enemy ships, and the afterburners flare. Once you're done taking out Sky Hook's defences, a new task is set: Fly into the station and destroy the energy core! Classic stuff, and it looks absolutely amazing!!! On foot the action is no less spectacular, as your suit is equipped with a rocket pack, used to power up to ledges and nail the bad guys.



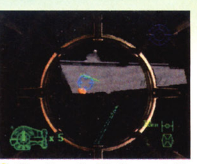


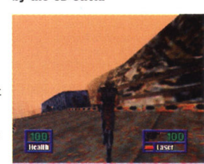


You may have heard Luke Skywalker refer to nailing Womp Rats in Beggar's Canyon? Well, SOTE invites you to take a ride on a Speeder Bike down the streets of Mos Eisley Space Port, and into that legendary canyon. This is every Star Wars fan's dream come true...



The Millenium Falcon escapes from Hoth, leaving you to finish the Storm Troopers with a pistol!!!


**View from inside the cockpit. The blue cross-hair is controlled by the 3D stick.**


**On his back is a rocket belt, which is used to fly around while firing at enemies.**


**Keep tabs on the damage level of the Imperial AT-ATs, by watching the percentage indicator.**



# KILLER INSTINCT GOLD

**TYPE:** FIGHTING
**FORMAT:** N64
**BY:** RARE
**DUE:** OUT NOW (US)
**PLAYERS:** 1-2





Love it or loath it, *Killer Instinct* is MASSIVE in certain parts of the world, and Rare have excelled themselves by producing the ultimate version of *KI* for the home. Fair to say that any attempt to stray from such a winning formula – ie rewriting *KI* as a *VF*-style 3D fighter – would be taking quite a risk. So Rare have made damn sure that the N64 game has enough extras and special touches bolted onto it to make it a guaranteed success.

At its most basic, *KI Gold* offers five modes of play: Arcade, Team, Team Elmiiniation, Tournament, Practice, and Training. At the other end of the scale, Rare open up the game to allow players to custom manage what appears to be ALL of the game's special features. Two option screens, comprising of around ten features each allow players to switch Autodoubles on/ off, Easy Breakers on/ off, Missiles on/ off, Blocking on/ off... and so it goes on!

The game features all the characters from *Killer Instinct 2* in the arcade, who are selectable in a choice of colours – significant because there is a special Gold version of each. Check out TJ Combo here, and see for yourself.
Fights are presented as pre-rendered 2D sprites, against impressive 3D backdrops. When you see these being shifted about with such ease, you know Rare could have gone all the way of they'd wanted with a fully fledged 3D fighter. As it is, Jago, Kim, Maya, Tusk fight in the centre plane, as 3D objects pass close to the foreground and scale away in the background. These real time arenas are all quite stunning, and it appears – as with *KI2* in the arcade – fighters can interact a little with some foreground objects. A Candelabra in Sabrewulf's hall rocks back and forth when hit. Crates may also be smashed, and so on.

Fatalities (No Mercies) are as outrageous as ever: Fulgore leaps six feet in the air to unleash multiple laser beam attacks; TJ whips out a machine gun to drill his opponent full of holes; Glacius encases people in a block of ice.

In almost every way, KI Gold is superior to any previous incarnation. All that is missing are the extensive CG cut sequences. But the extra tactics inluded are a worthy trade off.

**WAVE RACE FEATURENEXT ISSUE!**
Shortly after we close this issue, *WaveRace 64* goes on sale in Japan and the US. Meaning that we can bring a full-blown resume to issue #181 for your drooling pleasure. We'll also bring more news from the Rare camp on *KI Gold*.

# NEW GAMES

**Every major developer – except Nintendo who hold their own show in November – attended the Tokyo Game Show, making it the most significant event in the Japanese video game calendar.**




## SPECIAL REPORT

**TOKYO GAME SHOW 1996**
**DATE: 22-24 AUGUST 1996**
**VENUE: TOKYO "BIGSIGHT" INTERNATIONAL EXHIBITION CENTRE**



**To give you some idea of scale, the BIGSIGHT's main hall is 17, 200 square meters huge, but even this proved to be a tight space for the number of visitors. Check these numbers: 28,000 people on Thursday; 25, 000 on Friday; and 45, 000 on Friday!!! Most of these were school kids, as this was the first time that organisers CESA (The Computer Entertainment Software Association) allowed the general public to attend. To hand were a total of 365 titles, from 87 companies. Here is the cream of the crop.**

## SONY COMPUTER ENTERTAINMENT

SCE are justifiably quite proud of their RPGs *Arc the Lad II*, and *Wild Arms*. And these should continue to attract new owners. The latter especially is getting a lot of attention becuase of it's impressive use of 3D battle scenes.
Another of Sony's first showings was *Beldeselba: War Record*, touted as a Flight Adventure Game. The action sequences are reminiscent of *Panzer Dragoon* on Saturn, which make use of the dual stick analogue controller. As you can see, the style is very Anime. No plans as yet for a UK or even Stateside release.





Arc the Lad II. Hopefully will set more of a challenge.

By far the craziest game of the entire show is *Pa Rappa the Rappa*. Described by SCE as "a music, rythm and visual, real time game where you can enjoy playing withe the music". The game is real time 3D, but all the characters are 2D – giving them the appearance of wafer thin animated cut outs! Parappa the hero is controlled by following routines set out by the Rap Rhythm Teacher. By doing so players seek to impress Parappa's girlfriend Sunny Funny, through time spent at the Karate club with an Onion martial arts expert, and learning how to "rhythm drive" a moose... Weird!

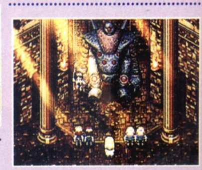




Less strange but equally as diverse is *Depth*, the first of SCE's Sweep Station Series. Depth is a Musical Adventure game, which combines elements of *Ecco the Dolphin* with those of *NiGHTS* – navigate the ocean as a dolphin, experiencing the sensation of swimming, while over 600 different melodies play in the background. Access 12 different sound worlds from monuments which reside in "Silent Space". Players take melodies with them from one sound world to another, gradually building their own personal sound score. Amazing!







Wild Arms. Lovely settings, and immense Boss characters.



Just made available in the Akihabara district in Tokyo is this headset which Sony announced at the show. 'Glasstron' is not strictly for video games, but you can imagine how cool it would be to play Resident Evil in one of these things. The unit consists of a high-tech, lightweight visor, and Walkman™ style earphones, complete with remote.





**Also at Sony's stand was Princess Maker, a quirky simulation game which is very popular in Japan – having already been available in some form or another for PC and Saturn and 3DO.**

**Surprisingly, SCE also had *Ruro* which seemed okay. It is another one of the new breed of 3D fighting games to incorporate weapons. Still very early though.**



# CAPCOM

Surprise of the show for Capcom was the appearance of *Super Puzzle Fighter II X* on Saturn and PlayStation. Apparently not even all the Capcom staff knew it was going to be there! Match coloured gems to vanish rows, and score points. 'Super Deformed' characters from the *Vampire* and *Street Fighter* series react to a player's performance. Out December in Japan. Hope Virgin get the license for Europe!




*Breath of Fire III* should prove to be quite a popular RPG for PlayStation. Part two is good for the Super NES (and you can buy it's available over here too!), as it boasts a good story with cute sub-games. So long as the plot is interesting, the enhanced graphics will help sell it. Bet Virgin don't license it for Europe...ah well.

*Star Gladiator*, and *Street Fighter Zero (Alpha) 2* you can read about elsewhere this issue. This frees more space to talk about Capcom's latest pride and joy: *Biohazard (Res. Evil) 2*! This red hot sequel was aired for a few seconds at regular intervals on the main stage screen. Capcom mentioned in our interview how the sequel attempts to terrify players more by surrounding their character with huge crowds of zombies – and here are the pictures to prove it! To give you some idea of context, the plot details that two months have passed since the STARS team exploded the toxic mansion. Little did they know that the infection had already spread to Racoon City. They return to discover a Metropolis heaving with 'undead' citizens. Two new heroes – Leon, and Eliza – join the struggle. Imagine...!









**But when I left here, you guys were just sitting around laughing!**





**More zombies than ever before make the sequel to Resident Evil an even greater nightmare!!!**

# SEGA

Like Sony, Sega are putting a lot of effort into their RPG titles. First and foremost is Red Team's *Sakura Wars*, billed as a Dramatic Adventure Game. It offers attractive anime conversation screens, and boasts a *Shining Force* style battle system.





***Riglord Saga 2*, being developed by Micro Cabin for Sega, is the sequel to the game you know better as *Mystaria*. This time around all the characters are light sourced, and more detailed. Hopefully the battle system is revised too. If so this could be deserved of another English translation.**






***Shining in the Holy Ark* is Team Sonic's follow up to last year's Shining Wisdom. SW is a great game which looks kind of bland. As you can see though, SITHA looks set to become a great game which plays even better. Combat looks very similar to the original *Shining in the Darkness* Mega Drive title.**

Aside from their Saturn wares, Sega also chose to exhibit the stunning CG intro to *VF3* on the main screen. We wish you could see it too – it's totally thrilling!!!

# NAMCO

There can be no better way to launch a new joystick than getting1000s of users pushing it to the limit with *Tekken 2*! So, even though *T2* is an existing title, it became the centrepoint of Namco's stand.

*Soul Edge* on the PlayStation. Currently taking money in the arcades, this is one most people thought the PS was going to have problems with, as it's more graphically intense than *Tekken 2*. However this is Ver.B in all its glory, meaning you can play as Cervantes (the penultimate boss in *Soul Edge*). Extras include Team Battle, and CG intros.

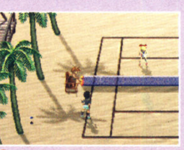


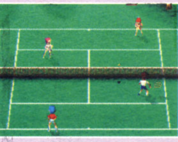






**Meanwhile Namco Museum Vol 4, which features Odine, Pacland, and Ishta, commanded its own dedicated audience.**







**The only game to have ever come close to *Super Tennis* on the Super NES is *Smash Court* from Namco. This is the much enhanced PlayStation edition. Apart from the intuitive gameplay, what's so appealing about *Smash Tennis* is the bizarre locations: A Buddhist Temple in Thailand, on the beach in Tahiti, in the Pine forest of Canada... and so on! Very cute.**

# NEW GAMES

## KONAMI

Always exciting to see what Konami have in store, and they excelled themselves at TGS. Their BIGSIGHT stand was divided into five sections: *Vandal Hearts*; *Toki Meki Memorial*; Other Games; Konami Theatre and Multivision.

Vandal Hearts is obviously a major game for Konami. It's a Simulation RPG for PlayStation which involves lots of fighting. CVG has played a very early version, but the one on show was far more advanced. Long queues of people waited to test their skills in the bloody battles. Amazingly enough Konami Europe have this scheduled for a UK release.




***Vandal Hearts*** **is going to be a big game for Konami. What's more, it's being released in the UK! Hurrah!**

As usual there was a bunch of *Parodius* sequels, which always sell okay as they're pretty quirky shoot 'em ups with attractive graphics. *Sexy Parodius*, especially, is very cheeky!




***Metal Gear Solid*** **is still under development. But here's what we know so far: This is a real time polygon action game, from the same staff who produced the classic *Policenauts* – a "tactical espionage...political adventure". It has been described as being similar to *Biohazard* in execution – except in real time. It features a sleek silver cyborg ninja, a hard-faced male hero, and a couple of female love interests. We are desperate to find out more!!!**

**DRACULA X ON PLAYSTATION**

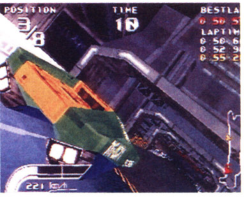
Almost a year ago, shots of the new *Castlevania* game were leaked to the Japanese press. Now it's official, and there is much more to see. It's a sprite-based action-platform game, in classic *Castlevania* tradition. But thanks to a few simple PlayStation spot effects, the lighting and overall detail is several steps beyond the awesome Super NES prequel. Here are the shots. More soon.




***Dracula X*** **for PlayStation is almost assured to surpass the Super NES predecessor in every way.**









**A particularly ambitious project on Konami's behalf is the driving game *Speed King*, again on PlayStation. This is a conversion of the site-based arcade 'capsule' which spins players through 360° super fast to simulate G-Force. It cannot possibly have the same effect in the home, but the early screen shots look like the game could sit comfortable alongside the likes of *Wipeout*.**




Believe it or not a whole fifth of the stand was dedicated to the *Toki Meki Memorial*, simulation game. It's aimed at adolescent boys who want to get a kick out of chatting up pretty girls (the best one is the red head...ahem). Seriously, this has been at the top of the Japanese "all time favourite" games chart since it was first released on PlayStation. Now it's available on Saturn, and back in at number one! Anyway, enough of that...

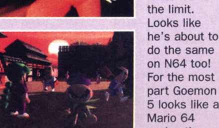


## KONAMI AND N64!

It took 30 mins to queue for a seat in the Konami Theatre. And this is why:

**Ganbare Goemon 5**

Only one Goemon game ever made it to the UK – Legend of the Mystical Ninja. But we've missed out on all the fun! There have been three more platform/ adventures starring this fun character and his chums – each one more innovative than the last, pushing the 16-bit Nintendo to the limit. Looks like he's about to do the same on N64 too! For the most part Goemon 5 looks like a Mario 64 exploration game, no doubt using the 3D stick. However there are Mech Warrior style battle sequences too – as originally featured in Goemon 2. Fa-a-an ta-astic!!!




# SNK

Still no more news on the promised 64-bit console from this company. But we are hot on the case. Fatal Fury Real Bout is reviewed on Saturn elsewhere this issue, so let's see what else is coming.

New to the show was Samurai Spirits on Saturn and PlayStation – the former making good use of the Sega RAM cartridge.







**On home territory – Neo Geo CD – SNK have King of Fighters 96 almost ready (should be out in Japan by the time you read this), and the much anticipated Samurai Spirits RPG. SNK are taking that particular venture very seriously, as this is an important area to be in.**

# TECMO

You may recognise their name as the producers of *Dead or Alive* – the 3D fighting game running off Sega's Model 2 board. Though a Saturn version of this is in development, there was nothing at TGS. Instead Tecmo had a row of coin-ops on freeplay.

Their consumer ware is pretty diverse. As is ably demonstrated by *Trap Simulation Dungeon*. You are the dungeon keeper, who aims to devise the most cunning trap imaginable. Once the traps are set, the next trick is to lure the monsters into them. It sounds basic and weird, but it is a real laugh! Somebody should pick this up.

Horse racing games are very popular in Japan, and Tecmo were making a big deal about *Gallop Racer* – which does look impressive. But maybe not to anyone reading this. However they also have something along similar lines called *Monster Farm*, where the player breeds monsters to fight!





**Go on their Tiger! Kill! Kill!**





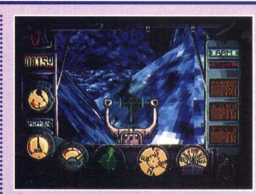
# TAKARA

Continuing to satisfy fans of the *Toshinden* series, Takara had *Nitoshinden* on display, which mimics the *Virtua Kids* idea – big heads, floppy bodies.

Though the characters look pretty nice, this game hasn't received such a warm welcome in Japan. The reviews have been pretty average. Apparently Sega are planning to release it over here in November, so see for yourself.







**Something of a departure for the company is a rather beautiful, intriguing title – *Deep Sea Adventure*. The plot is very similar to Waterworld, in that 90% of the world is submerged. Difference is that colonisation takes place below the surface. From the safety of a submarine it is your task to search out a and retrieve lost treasures. Sounds romantic, eh.**




**Power Pro Baseball**
A classic sports sim on Super Nintendo, which still plays better than the Saturn and PlayStation versions. Imagineer have something similar to this for N64, but we Konami get the credit for the original concept – hardball played by hard-boiled eggs! Well that's what these little guys look like, don't they.

**Mahjong Master**
Okay, we don't expect you to get excited about this one. But here's some shots anyway. Looks very nice indeed. Konami are the kings of presentation!

**Golf Tournament**
Nothing on this just yet, sorry.

# GAME ARTS

Producers of the impressive *Gun Griffon* for Saturn. Their latest title, Grandia, is an RPG with a distinctive colourful style. These screenshots say a lot about the quality of presentation. Gameplaywise it's not unlike the brilliant *Chrono Trigger* – free-rain during exploration, but turn-based battle. Looks very special indeed, let's hope it has an equally juicy plot.





**Tactical warfare, and intriguing locations in Grandia, for Sega Saturn.**



**J-League Perfect Soccer International Superstar Soccer for N64! Unique because it requires the 3D stick to operate, which will allow for a superb degree of control. From what was on show, it appears that ISS on N64 is still played from a fixed perspective – unlike the ambitious but less popular Goal Storm on PlayStation.**







## SETA

While Shogi is obviously amied directly at the Japanese market, Seta's TGS line-up should appeal to everyone. Their most laid back game is *St Andrews Links*, a licensed golf game in case you need telling. At the show the upate was quite slow, so the golfers swing sort of jerky. But the real time 3D environment is solid enough. So long as it's an accurate simulation, that's all it requires to succeed.




















**No, not a CG intro – this is the game: *Rev Limit*. Hard to believe isn't it. As yet no one has played the game, so it's unfair to pass comment in that respect. But the visual impact is massive. Seta promise a Team Manager option, as well as the standard driving game. See how well you can work the pit crews in order to win the race instead of perfecting those power slides! All the cars sustain damage in a race if hit, and Seta have taken care to simulate accurate dynamics. So far, so good!**



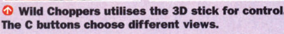


**Not only does Rev Limit look completely realistic, the handling is authentic too.**

In *Wild Choppers* pilots have full range of movement above the hectic 3D battlefield. This could be the closest thing N64 gets to a decent *Strike* game – minus the strict guidlines. Players may view the action from a series of angles, using the C Buttons.







**Wild Choppers utilises the 3D stick for control. The C buttons choose different views.**



## IMAGINEER

The CVG office recently git hands on experience of *Pro Baseball King*, from Imagineer. It really does borrow a lot from Konami's games, but that's not to say this isn't enjoyable, or any less impressive. All the official team logos are featured, and we suspect that we could recognise some famous faces too – if we knew who to look out for in the first place!













**SPECIAL REPORT**

## ENIX

A full report on Enix is planned for next issue. They have two games planned for Nintendo formats: *Wonder Project J2* on N64, and *Dragon Quest III* on the Super Famicom (SNES). Expect the latter to outsell everything else mentioned in this report at a ratio of 3:1. Just you wait and see.

Just briefly, *Dragon Quest III* is an updated version of the 1988 NES RPG classic. Currently the series is up to number six, but *DQIII* is still believed to be the best in the series. As many Super Famicom owners have never owned the original, this is as good as, if not better, than the promise of a seventh installment. Plus new towns and characters, and revised presentation is an excuse to play through again.





*Wonder Project J2* is a potentially superb showcase of N64's capacity for Artifical Intelligence, as players attempt to teach Joset (a mechanical girl) how to survive, and defend her creator's home town against an evil empire's army. With *Wonder Project J2*, Enix want players to experience touching the heart of the character on screen. You'll be amazed how much this works – as even the 16-bit forerunner served to demonstrate.



## TAITO

Aside from *Darius 2* on Saturn, Taito had their revolutionary arcade fighting game *Psychic Force* ready for PlayStation. Fighters enact the whole battle while levitating, and proceed to unleash impossible moves against each other. If you like your combat almost entirely projectile based, this game has all the pyro you need!

## WARP

**D2: M2**

The best left till last? President of Warp, Kenji Eno, finally unveiled *D no Shokutaku:2* at the Tokyo Game Show. All the more exciting because it debuted on a brand new gaming platform – Matsushita's M2. To some gamers this could almost be as significant as *Super Mario* on N64. And when you examine these screenshots, you begin to understand why.

Most significant about *D2* is the switch from FMV, prompt-action gameplay to a Real Time 3D polygon world. Nobody knows how the game is controlled just yet, but there are clues to the routines: searching for clues, and getting caught out by sinister traps. Remember, this is Dracula's domain.

Distance shots reveal that M2 can handle depth cuing at least as well as N64. And the solidity of the architecture, combined with intricate textures, portrays close-range detail with tremendous realism.

Any more comments at this stage would be pure speculation. But we expect more details to surface within the next month or so.





**Notice how the fire lights the room with a natural warm glow. Impressive, eh.**


**A suit of armour springs to life! Time to ready that sword!**



## SQUARE

This is a good opportunity to introduce Square's full PlayStation line up to CVG. FFVII you already know about, and Square were handing out demo discs at the show. Tobal No.1 was warmly received too.

**Bushido Blade is a traditional, Kendo style 3D fighting game. Interesting because it uses terrain as obstacles, and for dramatic effect – where swords are seen to cut down bamboo trees in mid combat. The overall presentation is quite serious, so we expect that the game will require a lot of technique to get impressive results.**









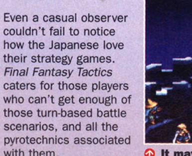

**Roll up! Roll up! Get your free *Final Fantasy VII* demos here!**


***Sa Ga Frontier* is the latest in a successful series. *Romancing Sa Ga 4* on the Super Famicom is unique because of the 'floating' approach to the plot. It boasts a superb battle system too. Great things are expected from the PlayStation.**

**Eager Japanese players crowd around the Imagineer stand to play *Baseball King*.**

***Zauver* – a space shoot em up. Unfortunately we have little information on this one.**

Even a casual observer couldn't fail to notice how the Japanese love their strategy games. *Final Fantasy Tactics* caters for those players who can't get enough of those turn-based battle scenarios, and all the pyrotechnics associated with them.




**It may look like nothing to you, but to some players this is video game heaven!**



# NEW GAMES





## DOOM

**FORMAT:** SATURN
**BY:** RAGE
**STYLE:** DOOM GAME!
**DUE:** DECEMBER

It's perhaps a bit late, but Saturn *Doom* is almost finished. The levels are the same as with the PlayStation version released last year – some taken from *Ultimate Doom*, along with some from *Doom 2*, with all of the classic weapons and monsters included. The latest version of *Doom* on Saturn has got a redesigned status bar at the bottom of the screen (which isn't as tasteful as the original one). Also, it currently runs slowly and jerkily. Hopefully the final version will be greatly improved.









## PORSCHE CHALLENGE

**FORMAT:** PLAYSTATION
**BY:** SCEE
**STYLE:** DRIVING
**DUE:** SPRING '97

As you'll know if you're reading the magazine backwards and you've already seen the back page, Porsche are soon to release the amazing Boxter on the world. And to coincide with the release, SCEE are making a game to go with it – and it's looking incredible! The actual Boxter in the game looks almost identical to the real thing, all done with light-sourcing and some very fancy shading. The game apparently handles just like the real thing, meaning that when it's released we can all save thousands of pounds by getting the game instead of the real car! More information and some pics soon.

## NIGHTMARE CREATURES

**FORMAT:** PLAYSTATION, PC
**BY:** MINDSCAPE
**STYLE:** 3D ACTION
**DUE:** SPRING '97

While *Nightmare Creatures* may look like it should be a slow-paced adventure game like *Resident Evil*, all it has in common with Capcom's game is the terrifying atmosphere. It's set in 19th century London, where loads of demons and mutants are loose, and it's down to you to sort them out. When you encounter an enemy, the game becomes more of a beat 'em up, as you use a wide selection of moves to defeat them. The graphics are impressive and the overall game is very atmospheric.





**Eeee! Kick it in the head!**

## HEXEN

**FORMAT:** SATURN
**BY:** PROBE
**STYLE:** 3D SHOOTING
**DUE:** DECEMBER

*Hexen* on the Saturn looks a lot more impressive than *Doom* does at the moment. While it's basically the same game engine, there are a lot of little tricks, like being able to look up and down, some excellent interaction with the scenery, and some amazing special effects like earthquakes! Also, it's got the excellent "hub" level system linking the whole game together into one giant stage which can be wandered around at will. The PC version was excellent, and the Saturn game looks and plays pretty much the same .This is one to look out for. Expect the review next month.







**The shots no doubt make the game look like the original PC version. And indeed it runs like it's on a good 486.**

## RAGE RACER

**FORMAT:** PLAYSTATION
**BY:** NAMCO
**STYLE:** RACING
**DUE:** DECEMBER

Namco's *Ridge Racer* and *Ridge Racer Revolution* are some of the best and most popular PlayStation games, so it makes sense that the series keeps going. While it doesn't seem as though *Rave Racer* is coming out on PlayStation, the new *Rage Racer* is! As you can see from these pictures, it's similar to the other games, only there's a much more varied selection of cars to drive, and the scenery isn't just plain race tracks – it's set through towns and cities, making it look excellent! We've yet to play the game properly so we can't tell you exactly how it handles, though we'd expect it to stick closely to the familiar *Ridge Racer* style. More news next month.



**There's always room in our lives for another Ridge Racer sequel. We love 'em. Love 'em we tell ya!**

## RAPID RACER

**FORMAT:** PLAYSTATION
**BY:** SCEE
**STYLE:** SPEEDBOAT RACING
**DUE:** SPRING '97

Water sport games are suddenly appearing everywhere – three jetski arcade games, *Wave Race 64*, and now *Rapid Racer* for the PlayStation. Again, it seems stunning from the early pictures, and promises to play as well as it looks. We don't know much about this, except that it will be one of the first racing games to run at 60 frames per second with the high resolution mode. Hopefully we'll get to play this soon, when we'll tell you exactly how good it is.

# POWER F1

**FORMAT:** PC CD-ROM
**BY:** TEQUE
**STYLE:** RACING
**DUE:** NOVEMBER







US Gold's *Power F1* may have an official licence, but that doesn't necessarily mean that it's going to be a boring simulation game. In fact, some liberties are being taken to make it a more exciting and entertaining game – more spectacular crashes, loads of game views, and more interesting scenery. It's also got very realistic car handling, as well as the ability to customise your car to exactly the way you want it., which you can then race in split-screen mode (something not often found in PC games). It's certainly an interesting idea, and we'll have more next month for you.











# REALMS OF THE HAUNTING

**FORMAT:** PC CD-ROM
**BY:** GREMLIN
**STYLE:** ADVENTURE
**DUE:** NOVEMBER

We looked at this game a while back. But with its legendary creator Tony Crowther appearing at this year's ECTS *and* gracing this month's Cabin, it's worth another look before the review. Excellent 3D environments, spliced with professional cinematics give this horror-adventure a spine-tingling edge. Described as 'not *Doom*-like' it features more puzzle elements and a neat interface.






# TOTAL NBA '97

**FORMAT:** PLAYSTATION
**BY:** SCEE
**STYLE:** BASKETBALL
**DUE:** SPRING '97

The first *Total NBA* game has got some of the most impressive graphics seen in a sports game,and is also a lot of fun to play. The new version, currently in production, is said to look even better as well as sorting out the few problems with the game. Most importantly, this means that there will be a few more moves for the players, as the first game got a bit boring with the basic running up and down. It's also going to have the up-to-date NBA licence, with all the real players (along with their faces on the game characters), kits, and courts. Considering the mass popularity of the first game, Sony are obviously expecting big things for the sequel. It also means they're going to make sure it's ace too!

# THE INCREDIBLE HULK

**FORMAT:** PLAYSTATION, SATURN
**BY:** US GOLD
**STYLE:** FIGHTING/WALKING
**DUE:** NOVEMBER

Here's the Hulk's latest game, involving beating people up. It looks quite a bit like *Loaded* with its 3D backgrounds and digitised characters, and it moves in a similar way. The basic idea is to beat everyone up while walking around the levels, solving the occasional puzzle and avoiding all the traps set for you. It's still very early, so we can't tell you much about it yet, but we'll keep you posted on how it goes.










# COOL BOARDERS

**FORMAT:** PLAYSTATION
**BY:** SONY
**STYLE:** SNOWBOARDING
**DUE:** NOW (JAPAN)

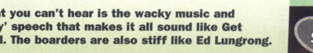
There aren't very many snowboarding games around, which is surprising considering the popularity of the sport. Namco's *Alpine Surfer* may look excellent, but it's not really all that much fun. *Cool Boarders*, however, looks pretty darned rough but is excellent fun to play! There are time trials as you attempt to master the courses, along with points for each trick you perform from the jumps. You can also customise the look of your boarder and save off your best replays. It was released in Japan last month, and is coming to the UK before the end of the year, just in time to catch the usual Winter surge of popularity in snowboarding. We'll be covering this properly when we've got the time and space – gnarly dude!








**What you can't hear is the wacky music and 'ker-azy' speech that makes it all sound like Get Stuffed. The boarders are also stiff like Ed Lungrong.**










FEATURE

GENTLEMEN, START YOUR ROOF RETRACTORS!

**We don't pretend to know anything about cars, but even we know Porsches are cooool! So when a new one is launched and Sony snap up the rights to the game, we wanna bit of the action!!**

The Porsche Boxter is its name – and it's the only all-new Porsche to surface from illustrious German automobile manufacturer Zuffenhausen base since the 928 scorched onto the scene 19 years ago! Which must make it pretty damn special! At least that's how the motor industry are treating it, having awaited the final production model ever since the prototype was unveiled in 1993. So what makes the Boxter such a hot cookie?

Well get this. It has the World speed record for the opening of a roof. Yep, its button-operated cabriolet roof can fold away in under 12 seconds! And a sophisticated roof rack system allows you to open the roof without knocking your crocodile-skin suitcases onto the road. In fact, lugagge-consideration obviously took priority at Porsche's Weissach R&D centre because, there's storage space at the front AND back of the car. Great eh?

We're just kidding, we don't really care about its luggage-handling capabilities. However, the reason why there's space at both ends of the car IS pretty smart. Its six-cylinder horizontally-opposed engine is tamper-proof – sealed away in the middle of the car. In fact, the only way to see it is by staring at a diagram in the driver's manual!

We could blether on about its technical specifications – telling you about its five-speed Triptronic S transmission system, mono-block brake callipers and motorised ducktail spoiler. But we don't know what it means and if you do, you clearly don't need us to tell you about it.

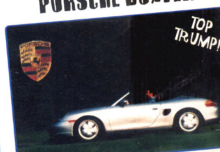
All you need to know is it has a 150 mph top speed, can go from 0 to 62 mph in 6.9 seconds and the speedometer only measure speeds in 50 km/h chunks. That's slow-fast-faster-rocketspeed! What's more, it's cheap at only £35,000. Well, that is half the price of a Porsche 911!

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| TYRES, FRONT REAR: | 205/ 50ZR 17, 255/40ZR 1 |
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The Computer and Video Games FREE Pull-out Guide

November 1996




# FREEPLAY

Issue 7

•stop press•

## SEGAWORLD NOT SO GOOD!

That's us being polite, folks. But the fact is, after months of waiting for the World's largest Indoor Theme Park to finally open, we were distinctly unimpressed with the result.

Launched on Saturday the 7th of September, CVG were among the members of the press granted VIP access to the seven-storey premises, located in the Trocadero at London's Piccadilly Circus. Okay, here's a brief rundown of our experience.

Arriving at the newly refitted Trocadero, we were greeted by – the incredible Rocket Escalator, which was indeed incredible. This super-long, neon-bathed stair tunnel took us right to the top floor.

Well-lit and packed with all the latest and best coin-ops. That's how SegaWorld looks. All the machines are linked up to maximum numbers – eight-player *Manx TT*, *Sega Rally, Daytona* etc. Best of all though, there are three *Virtua Fighter 3* machines (in the new Megalo 210 cabinets). And that is the best, cos the rides are abysmal. Here's a short review of four of the six on offer.

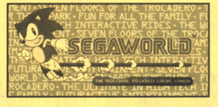
BEAST IN DARKNESS. Best described as walking through a crappy ghost house, with string hanging off the ceiling. At one point there's a video wall showing a rendered monster growling. A man dressed as monster also appears and growls. Next you get in a trolley. It's pitch black, there's some snuffling and a bar hits your back (tis the Beast in the Darkness). Some dribble lands in your ear. You leave.

SPACE MISSION. Sitting in an eight-seater ship, each person puts on a virtual reality visor. You can even see at your mates' virtual faces moving. The ships take off. You can look around in full 3D and shoot at baddies. It's actually not bad.

GHOST HUNT. Two-seater trolleys, each one fitted with a glass screen. The trolleys trundle around a haunted house (better described as an empty house) and monsters appear on the screen. You shoot at them and then you leave.

AQUA PLANET. A 3D specs extravaganza. In which you sit in a hydraulic carriage and watch a screen. Overly imaginative people will believe they travel underwater and battle a squid by tapping some buttons. It would be dull, but the long wait in a narrow chipboard-walled corridor makes it just annoying. Then you leave.

The rides certainly aren't worth going on, but this IS the best arcade we've been too. However, £12 to get into any arcade (and pay for the coin-ops on top of that) is waaay to much. If SegaWorld gave you 20 credits at the entrance, it would be excellent. As it is though, we think it's poo.




## RED-HOT RUMOUR DEPARTMENT!

### *X-MEN* SCRAPPED ON PLAYSTATION!

You read it here first! While it is still just a rumour, we have heard from an extremely reliable source that Capcom don't want to convert the game onto PlayStation anymore. It's as simple as that. More information as and when we get it.

### LATEST NEWS ON ATARI!

With members of CVG currently snapping up Jaguars at £50, including *Cybermorph* and *Tempest 2000* (officially one of the best games ever made), we decided to investigate the future of Atari's 64-bit console by calling them. From their icy replies we ascertained that *Worms* and *Breakout 2000* are set for release at some unspecified time in the future, with *Soulstar* heading to Jaguar CD. Supposedly, the machine is also still in production (obviously it's cheap to make). So, everything's rosy at Atari then. No seriously, we went into the Virgin Megastore and they were sold out. And word is you can pick up the machine for £25 with games going for a fiver. At the price we seriously recommend you get *Tempest 2000*. Best videogaming deal around!




### SONY BAN DE-BUG CHIP!

Following the news in Freeplay 2 that certain importers are fitting chips into PlayStations, allowing them to run games from any country, Sony have put a ban on said chips. They claim the chips allow the machines to run pirate software and intend on taking legal action on anyone fitting the devices. You have been warned!

## SONIC SAYS...

The map you get at SegaWorld's entrance has an alarming message from the hedgehog with attitude himself. Here's what the control freak demands of you in his own words.

Sonic has thought of everything to make your day with us complete, so please do not bring your own food or drink – there are plenty of places to buy your favourite snacks inside SegaWorld.

He also gets a little jealous of other animals in his London home, unless they are guide dogs.

Sonic has requested that children under 16 must be accompanied by an adult.

Finally, he likes everyone to look neat and tidy when visiting SegaWorld – please make sure that shoes and shirts are worn at all times.

***Whoever said that Robotnik is supposed to be the fascist dictator ?***

## READERS MOST WANTED CHART

More of your piffling dreams, laid bare. N64 is sitting strong, *VF3* and *Tekken 3* are now in much demand too. A new Vampire Hunter sequel too!

| | | |
|---|---|---|
| 1 | NINTENDO 64 | In the UK! |
| 2 | VIRTUA FIGHTER 3 | Arcade/Saturn |
| 3 | VAMPIRE HUNTER 3 | Arcade |
| 4 | TEKKEN 3 | Arcade |
| 5 | 32-BIT GAMEBOY | In our pockets |
| 6 | FIGHTING VIPERS | Saturn |
| 7 | NIGHTS | Saturn |
| 8 | STREET FIGHTER 3 | Arcade |
| 9 | TIME CRISIS | Playstation |
| 10 | RESIDENT EVIL | PC |

Among others, you asked for *Marvel Superheroes* on PS (no chance). *IK+* again, *Dirt Dash* on PS and best of all, one reader wants "one of their bloody letters in CVG!" Ho ho. Remember, include your 3 Most Wanteds with any mail or we'll just bung it out.

## Contents

# computer and video games OFFICIAL CHART ROUND-UP

## UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE | FORMAT | PUBLISHER |
|---|---|---|---|---|
| **1** | **NE** | **QUAKE** | **PC CD-ROM** | **GT** |
| 2 | NE | RESIDENT EVIL | PLAYSTATION | VIRGIN |
| 3 | NE | BUST-A-MOVE 2: THE ARCADE | PLAYSTATION | ACCLAIM |
| 4 | NE | Z | PC CD-ROM | VIRGIN |
| 5 | 1 | FORMULA 1 GRAND PRIX 2 | PC CD-ROM | MICROPROSE |
| 6 | NE | DESTRUCTION DERBY | SATURN | SEGA |
| 7 | NE | ATHLETE KINGS | SATURN | SEGA |
| 8 | 8 | CHAMPIONSHIP MANAGER 2 | PC CD-ROM | DOMARK |
| 9 | RE | THEME PARK CLASSICS | PC CD-ROM | EA |
| 10 | 7 | ALIEN TRILOGY | PLAYSTATION | ACCLAIM |
| 11 | 14 | LITTLE BIG ADVENTURE CLASSICS | PC CD-ROM | EA |
| 12 | 12 | COMMAND AND CONQUER | PC CD-ROM | VIRGIN |
| 13 | 4 | RIDGE RACER REVOLUTION | PLAYSTATION | NAMCO |
| 14 | 5 | CIVILIZATION 2 | PC CD-ROM | MICROPROSE |
| 15 | NE | SYNDICATE CLASSICS | PC CD-ROM | EA |
| 16 | 13 | WORMS | MEGADRIVE | SEGA |
| 17 | 19 | WARCRAFT 2 | PC CD-ROM | ABLAC |
| 18 | 15 | MAGIC CARPET PLUS CLASSICS | PC CD-ROM | EA |
| 19 | NE | DAY OF THE TENTACLE: WHITE LABEL | PC CD-ROM | VIRGIN |
| 20 | 10 | BIOFORGE CLASSICS | PC CD-ROM | EA |

## JAPANESE MULTI-FORMAT SALES TOP 10

| | | |
|---|---|---|
| **1** | **STREET FIGHTER ZERO 2** | **PLAYSTATION** |
| 2 | TOBAL NO.1 | PLAYSTATION |
| 3 | IF | SATURN |
| 4 | K-1 GRANDPRIX | PLAYSTATION |
| 5 | LEGEND OF ELDEAN | SATURN |
| 6 | POCKET MONSTER | GAMEBOY |
| 7 | WORLD STADIUM EX | PLAYSTATION |
| 8 | OVERBLOOD | PLAYSTATION |
| 9 | POPORO CROIS | PLAYSTATION |
| 10 | MARIO 64 | NINTENDO 64 |

## AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|---|---|---|
| **1** | **RESIDENT EVIL** | **PLAYSTATION** |
| 2 | OLYMPIC SUMMER GAMES | PLAYSTATION |
| 3 | LEGEND OF OASIS | SATURN |
| 4 | ULTIMATE MK 3 | SATURN |
| 5 | SUPER MARIO RPG | SUPER NES |
| 6 | TOSHINDEN 2 | PLAYSTATION |
| 7 | TRACK AND FIELD | PLAYSTATION |
| 8 | WORLD SERIES BASEBALL '96 | GENESIS |
| 9 | NBA SHOOTOUT | PLAYSTATION |
| 10 | SUPER MARIO KART | SUPER NES |

## CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

| | | |
|---|---|---|
| 1 | **FIGHTING VIPERS** | **SATURN** |
| 2 | QUAKE | PC CD-ROM |
| 3 | STREET FIGHTER ALPHA 2 | PS/ SATURN |
| 4 | VIRTUA FIGHTER 3 | ARCADE |
| 5 | SIMPSONS CARTOON STUDIO | PC CD-ROM |



Fighting Vipers only just managed to out-play Quake this month. And that's a LOT of play!

## COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These aren't sales charts – they're just lists of the games we reckon you should consider buying for your machine this month.

### SATURN UK TOP 5

| | |
|---|---|
| **1 NIGHTS** | **SEGA** |
| 2 WORLDWIDE SOCCER | SEGA |
| 3 VIRTUA FIGHTER KIDS | SEGA |
| 4 ATHLETE KINGS | SEGA |
| 5 BAKU BAKU | SEGA |

### SATURN IMPORT TOP 5

| | |
|---|---|
| **1 FIGHTING VIPERS** | **SEGA** |
| 2 STREET FIGHTER ZERO 2 | CAPCOM |
| 3 NIGHTS | SEGA |
| 4 BOMBERMAN | HUDSONSOFT |
| 5 DARK SAVIOUR | CLIMAX |

### PLAYSTATION UK TOP 5

| | |
|---|---|
| **1 RESIDENT EVIL** | **VIRGIN** |
| 2 FORMULA 1 | SONY |
| 3 TEKKEN 2 | SONY |
| 4 BUST-A-MOVE 2 | ACCLAIM |
| 5 JUMPING FLASH 2 | SONY |

### PLAYSTATION IMPORT TOP 5

| | |
|---|---|
| **1 STREET FIGHTER ZERO 2** | **CAPCOM** |
| 2 TOBAL NO.1 | SQUARESOFT |
| 3 SMASH COURT TENNIS | NAMCO |
| 4 TOSHINDEN 2 PLUS | TAKARA |
| 5 TEKKEN 2 | NAMCO |

### PC TOP 5

| | |
|---|---|
| **1 QUAKE** | **GT INTERACTIVE** |
| 2 SYNDICATE WARS | EA |
| 3 Z | VIRGIN |

### NINTENDO 64 TOP 3

| | |
|---|---|
| **1 WAVERACE 64** | **NINTENDO** |
| 2 MARIO 64 | NINTENDO |
| 3 PILOTWINGS 64 | NINTENDO |

### MEGADRIVE TOP 3

| | |
|---|---|
| **1 SONIC 3D** | **SEGA** |
| 2 ISS DELUXE | KONAMI |
| 3 VIRTUA RACING | SEGA |

### SUPER NES TOP 3

| | |
|---|---|
| **1 TETRIS ATTACK** | **THE** |
| 2 KIRBY SUPERSTAR | THE |
| 3 SUPER MARIOKART | THE |

### ARCADE TOP 5

| | |
|---|---|
| **1 VIRTUA FIGHTER 3** | **SEGA** |
| 2 DAYTONA USA | SEGA |
| 3 GUNBLADE NY | SEGA |
| 4 PROPCYCLE | NAMCO |
| 5 TIME CRISIS | NAMCO |

## computer and video games BOTTOM 10 OFFICE STINKS

**1 RAD'S FEET**
2 TOM'S SINK *
3 JAIME'S PUKE
4 PAUL'S ARMPITS
5 MIKE'S FARTS**
6 TOM'S RUNS
7 PHIL'S BREAKFAST
8 TERENCE PIPER COFFEE
9 ED'S MUSIC
10 PHIL'S SPELLING

*WITH JAIME'S PUKE
**THEY GIVE TOM THE RUNS

# FREEPLAY CLASSIFIED

## GAMES

**• SATURN GAMES:** SF ALPHA £28, X-MEN £28, VF2 £25, SEGA RALLY (US) £22, UNIVERSAL ADAPTOR £18. ALL GAME BOXED WITH INSTRUCTIONS. THE LOT FOR £110. CALL SAMIN 01708 722419, ROMFORD, ESSEX.

**• FADE TO BLACK, ALIEN TRILOGY, DESCENT, NEED FOR SPEED,** ALL PSX, ALL 325 EACH. MINT CONDITION. SATURN GAMES: SHINING WISDOM £25, VF2 £25, GUARDIAN HEROES £25. CALL ANY TIME STEPHAN SINCLAIR 01592 593049 SCOTLAND.

**• BREATH OF FIRE 2 £35, SUPER MARIO RPG £40, LUFIA 2** £45, ALL SNES U.S VERSIONS IN PERFECT CONDITION. TEL: 01442 69378 MRS C. BARNES, HERTS.

**• FOR SALE: THUNDER HAWK 2, WIPEOUT, ACTUA SOCCER, TEKKEN** £15 EACH. ALIEN TRILOGY, STREET FIGHTER ALPHA £20 EACH. JASON 01707 335362, WELWYN, HERTS.

**• WOLFENSTEIN 3D (DISK) AND TOTAL CARNAGE (CD) FOR SALE** ON PC £8 EACH. PLEASE PHONE CHRIS 01495 228318, GWENT.

**• SWAP BATMAN RETURNS FOR SONIC 3.** SELL SONIC 1, BOTH MEGADRIVE GAMES. PETER PATRICK 01620 842046, EAST LOTHIAN.

**• MEGA DRIVE GAME + 3 JOYPADS FOR SALE,** VARIOUS NEW AND OLD GAMES. CALL FOR PRICES, MAY SWAP FOR SNES GAMES. EWAN TOLLADAY 01734 892561, BERKSHIRE.

**• I HAVE: SF ZERO 2, PS AND SATURN, FIGHTING VIPERS ANY JAP GAME** FOLLOWING MY MID SEPTEMBER TRIP TO JAPAN FROM £40 - £55. CALL MENNI 0181 740 9291 (BETWEEN 6 - 7PM)

**• IF YOU COLLECT OLD GAME I AM SELLING SPECTRUM TITLES** FROM 20P TO £4.50. PHILIP MELLING, 36 MELLING, 36 FAIRLE, BIRCH GREEN, 7 SKELEMERSDALE, LANCS, WN8 6RG.

**• MEGA DRIVE CLASSIC GAMES FOR SALE** £5 - £10 EACH. INC JUNGLE STRIKE, DESERT STRIKE, FLASH BACK (20 IN ALL). PHONE AFTER 5.30PM ASK FOR HAZ, 01283 702717.

**• FOR SALE STAR FORCE P.C.B,** CLASSIC FAST PACED VERTICAL SHOOT 'EM-UP, IDEAL FOR SUPERGUN OR CABINET OWNERS, JAMMA STANDARD RARE CLASSIC £55. ROBERT CHALLIS 01685 875027.

**• POWER RANGERS 2 (MEGA DRIVE)** FOR £35. CALL JACOB 01202 821192, DORSET.

**• FOR SALE 15 TOP SNES GAMES** INCLUDING DOOM, KILLER INSTINCT, PRIMAL RAGE AND SECRET OF EVERMORE. GOOD PRICES, CALL AFTER 4PM ASK FOR DARREN, 01924 371719, WEST YORKSHIRE.

**• WIPEOUT £20, DOOM £21,** ESPN GAMES £16 (NO INSTRUCTIONS), ASK FOR RICHARD, (PEATMOOR, SWINDON) 879177.

**• I AM WILLING TO SWAP ANIMANIACS ON THE SNES** FOR SUPER BOMBER MAN 1, 2 OR 3. CALL BEN WRIGHT 01737 354405, BANSTEAD, SURREY.

**• WIPEOUT (PSX) FOR DESTRUCTION DERBY (PSX).** MAY SELL FOR £28 ono. PLAYSTATION CONVERTER ALSO WANTED, WILL PAY REASONABLE PRICE. CALL ANDREW GRAHAM 01889 500414, STAFFORD.

**• I'LL SWAP MK3 OR 3D LEMMINGS** FOR THEME PARK. CALL ALEX AFTER 4PM (ALL GAMES PLAYSTATION). 0181 398 5023, SURREY.

**• PGA TOUR '96 AND ALONE IN THE DARK FOR SWAP** FOR ANY GOOD PS TITLE OR SELL £30 EACH. CALL CRAIG AFTER 8PM 0181 532 0415, LOUGHTON, ESSEX.

**• FOR SALE SNES WITH STARWING** £30 AND PANZER DRAGOON (SATURN) £20 ono. CALL ROBERT COKER 940 4117, NOTTINGHAM.

**• WANTED: PREMIER MANAGER AND SENSIBLE SOCCER** FOR MEGA DRIVE WILL PAY £10-£15. CALL TOM ELLIS 01384 353751, WEST MIDLANDS.

## CONSOLES

**• SNES + 1 PAD AND 2 GAMES, SEGA MEGA DRIVE WITH 3 PADS + 5 GAMES** SWAP FOR PCX OR SATURN WITH 2 GOOD GAMES OR MORE. CALL THOMAS 0151 709 3977, LIVERPOOL.

**• NINTENDO 64 INC STEP DOWN, RGB AND MARIO.** BRAND NEW £380. CALL HATIM HASSAN 01924 477943, WEST YORKSHIRE.

**• SNES, 2 PADS, 14 GAMES** INC NBA 96, CANNON FODDER, SSF2, THEME PARK, SUPER BOMBERMAN 2 AND 3 £140 ONO (BOXED). CALL GRAEME FIRMIN 01763 246462, HERTS.

**• FOR SALE: JUNGLE STRIKE CD-ROM + SPIDER MAN CARTOON MAKER** (ALSO CD-ROM) £33 EACH OR WILL SWAP EITHER TITLE FOR MORTAL KOMBAT CD-ROM. SHERMAN WONG, 23A JUNIPER MANSION, TAIKOO SHING, HONG KONG. OR PHONE (H.K.) 2568 1399

**• ATARI JAGUAR, 1 PAD + 7 GAMES** INC DOOM, ALIEN VS PREDATOR £50 ONO OR SWAP FOR PLAYSTATION. CALL JOHN BAMBER 336 4942, MANCHESTER.

**• MEGA DRIVE + 6 GAMES,** ALL GOOD AS NEW. ALL VERY GOOD CONDITION, 2 PADS £90 - £100, MAY SEPARATE. CALL SIMON GOWER 01278 652526, SOMERSET.

**• GAME BOY - YELLOW, NEW WITH TETRIS AND BART SIMPSON** FOR £40. GAME BOY LIGHT AND ADAPTOR, BOTH FOR £5. CONTACT JITEN ON 0181 893 5462, MIDDLESEX.

**• SWAP MEGA DRIVE WITH 2 PADS,** ARCADE POWER STICK, 11 GAMES INC CANNON FODDER, FLASHBACK FOR PLAYSTATION WITH 2 GAMES OR MORE. CALL LEE MULLINS 01443 434275, MID GLAMORGAN.

**• MEGA DRIVE, 19 GAMES,** 4 PADS + MAGS. SWAP FOR PLAYSTATION WITH 6 GAMES AND 2 PADS. CALL ANTHONY 01782 775226, STAFFORDSHIRE.

**• THE RAREST ITEM IN THE GAMING WORLD.** FULLY WORKING VECTREX WITH 3 PADS AND 13 CARTS. BUYER COLLECTS, WILL NOT SPLIT £450 (YES REALLY)

**• AMIGA 1200 BOXED, 50 GAMES** (SOME BOXED), WORD PROCESSOR AND PRINTER, JOYSTICK £250 OR SWAP FOR PLAYSTATION. MR R BLACKMUR 01293 416634, WEST SUSSEX.

**• WILL SWAP SNES** WITH CONVERTER, ACTION REPLAY, 14 GAMES INC SSF2, SRFX, SUPER METROID FOR SEGA SATURN WITH AT LEAST 3 GAMES. CALL LEE MULLINS 01443 434275, MID GLAMORGAN.

• MEGA DRIVE 2 - MEGA CD 2, GAMES FOR MEGA DRIVE INC: GUNSTAR HEROES, BOMBERMAN + ROAD AVENGER (CD) £160. CALL ANDY AFTER 6PM 01734 784995, BERKSHIRE.

**• FOR SALE: PLAYSTATION** + INTERNATIONAL TRACK AND FIELD, TEKKEN, RIDGE RACER AND 2 DEMO CD'S + 2 PADS £350. PHONE GURINDER SINGH (4.30PM-5.30PM) 01922 448316, WEST MIDLANDS.

**• MEGA DRIVE + SONIC 1 £45** IF INTERESTED CALL DAMIAN 0171 737 7086, BUYER MUST COLLECT LONDON AREA. ALSO GAMEGEAR £20.

**• MEGA DRIVE 2 - MEGA CD 2,** GAMES FOR MEGA DRIVE INC: GUNSTAR HEROES, BOMBERMAN + ROAD AVENGER (CD) £160. CALL ANDY AFTER 6PM 01734 784995, BERKSHIRE.

**• MASTER SYSTEM 2 WITH 2 PADS AND 8 GAMES** INC SONIC 1 & 2. WORTH AROUND £100, SELL FOR £40. CALL SAM JACOBS 0181 428 5843, WATFORD.

**• FOR SALE AMIGA 500 WITH OVER 100 GAMES,** PRINTER, 2ND DRIVE. MEGA DRIVE WITH 3 PADS AND OVER 20 TOP TITLES. SNES WITH 25 GAMES, 2 PADS INC: UNI RALLY, EARTHBOUND, NBA GIVE'N GO, MARIO + LOADS OF MAGS ECT. CALL FOR PRICES OR SELL THE LOT FOR £450. WILLING TO SPLIT CALL PHIL 0181 281 0990, ESSEX, AFTER 8.00PM.

**• NINTENDO 64 (JAP), STEP DOWN TRANSFORMER, LEADS AND MARIO 64.** EXCELLENT CONDITION, HARDLY USED £395.

**• SEGA MEGA DRIVE, 7 GOOD GAMES** + GAME GENIE, 2 PADS £75. CALL SHAUN HEAP (BRADELEY) 851493.

**• SNES FOR SALE, 12 GAMES** INC: YOSHI'S ISLAND, MARIO KART, KILLER INSTINCT, DOOM, STUNT RACE FX, 4 PADS + ADAPTOR, BUYER COLLECTS £175. CALL JAMES 01733 325535, PETERBOROUGH.

**• SUPER NES WITH EIGHT GAMES** INC EARTHWORM JIM 2 AND JAGUAR WITH 5 GAMES INCLUDING DOOM. SWAP BOTH FOR SATURN OR PLAYSTATION. CALL NEIL BELL 01229 838337, CUMBRIA.

**• WANTED: MAXIMUM NO.1 FOR £10,** ALSO ORIGINAL MEAN MACHINES 1-7, 14, 17, 20. MEGA 32X + DOOM, STAR WARS, TOUGHMAN CONTEST £109 ONO. PHONE SEBASTIAN 01603 615638.

**• UK PLAYSTATION 6 GAMES,** 8 DEMO DISKS, 2 JOYPADS + FIFA '96 UNBOXED SELL FOR £240 EXCELLENT CONDITION. CALL LUKE JEBSON 01203 593083, COVENTRY.

**• PANASONIC 3DO, 14 GAMES** INC N.F.S, RETURN, CANNON FODDER AND STREET FIGHTER, 2 PADS AND MAGS + DEMO DISKS, ALL FOR £250. CALL DANIEL WATTS 01384 831413, WEST MIDLANDS.

**• SNES FOR SALE WITH STREET FIGHTER 2 TURBO** FOR £70. BARKLY SHUT UP AND JAM, PRIMAL RAGE, TERMINATOR 2 £10 EACH. JAIME McNEIL 01383 610222, SCOTLAND.

**• GAME GEAR, 3 GAMES + TV ADAPTOR £60** ono. 386 LAPTOP PC + CABLES AND MOUSE £140. LOAD OF MEGA DRIVE GAME TO SWAP FOR PLAYSTATION TITLES. CALL EWAN 01734 892561, BERKS.

# VIDEO GAMING

# Dave Kelsall's Retro Computer Cabin

## WIN! AN ORIGINAL SINCLAIR SPECTRUM!

Not the usual load of old 'Car Boot' tat this month! No, this is your chance to win a (nearly) mint 16K Spectrum—complete with manuals and Horizons tape in a nice box. Apart from the fact it buzzes quite alarmingly when you plug it in, this is one compo that all retro fans should enter. (Last months 'two entries' for the Grandstand thingy was slightly disappointing!) Look, I'll even chuck in some smart original 16K games and a malfunctioning *THUNDERING TURBO TOMMYTRONIC™ 3-D.*

**Q: What were the names of the two publishers responsible for advertising and selling *MANIC MINER* at the same time?**

Send your entries to "We Love Sir Clive" at the usual address. But please mark your entries for the 'Microgoblin's' attention.

**Welcome... Retro fans to your ever-expanding section of the mag, where each month the Microgoblin endeavours to dredge up the past and add another crate of pongy old C-60 cassettes to his already heaving grotto of gaming memorobilia.**

How could we celebrate the 15th Anniversary of CVG without also celebrating the grandaddy of all video games—TAITO'S *SPACE INVADERS* (which also happens to be the name given to *ANY* Video Game by most parents over 50). The story of TAITO and *SPACE INVADERS* is an unusual one. Mehile Cogan, a Jewish businessman who was born in Odessa and educated in Japan, created the TAITO trading company in 1953 to import pinball machines from the USA. When ATARI (which means 'A HIT' in Japan) came up with *PONG* and other video games, TAITO felt it was time to invest in this new technology. TAITO will not say exactly who *SPACE INVADERS* was developed by and it was never patented to protect its secrecy! Before *SPACE INVADERS* came along there were loads of two player arcade games, such as tennis and cowboy wotsits and the quality of your game depended on the skill of your opponent.

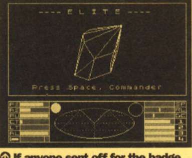
TAITO came up with the revolutionary idea of the gamer playing against the machine! The program was finished in the summer of 1977, but it was not until the summer of 1978 that TAITO finally released their product (a year after the release of the first STAR WARS movie and in the middle of the science fiction boom.

You ain't seen nothing yet!




Look out for some AWESOME CVG Anniversary SPACE INVADER T-shirts... coming soon.

The rest of the story is history! By the spring of 1979, the boom had reached epidemic levels and Japan had started to run out of 100 Yen coins. The bank was forced to mint three times as many coins because of the increased demanded created by *SPACE INVADERS*.




**If anyone sent off for the badge by becoming ELITE, send it in so I can have a butchers, eh!**

If you're lucky enough, you'll still be able to find one because some arcades still have a machine tucked away in the back, next to the broken old fruitties. Don't expect to pick one up cheap though — most operators are pretty clued up and usually ask around £600 for a good un! I've come across two recently and they're an awesome nostalgia trip, from the deep thudding alien march across the screen to the quirky messages you get for shooting the UFO (TAITO Japanese versions only). I recommend you check out the excellent SUPER GAMEBOY version or the classic ATARI 2600 cart. (Fans should also keep an eye out for *MOON CRESTA, GORF, GALAXIANS* and *GALAGA.*)

You know I can't believe I'm on my seventh cabin and have hardly mentioned *ELITE* by David Braben and Ian Bell! This space trading game was **THE** reason many people bought BBC B's (apart from all the awesome Acornsoft arcade rip offs). Since then it's found its way onto nearly every other format in the last ten years including the NES and PC. I even saw a really cool SNES version, half complete about four years ago, which unfortunately never made it into production. Though I possess nearly every version made, including the Spectrum (with LENSLOCK security dongle), the original Acornsoft and 'Second Processor *ELITE*' versions still elude me!

Each version of *ELITE* was slightly different, to take advantage of the machine it appeared on (remember the tribbles in the C64 version), but the basic formula has always remained – pilot your Cobra Mk III around several galaxies whilst trading goods and killing people. Tommy G used to call himself 'COMMANDER NIPPLE' and dreamt of buying A FER DE LANCE **"Cos it had a billiard table on it and everything like a real playboy's ship ... cor man I used to stay up all night ship spotting and there was always a rumour that there were these dreadnoughts in deep space and the missions... ooooh I'll tell ya I loved the one where you had to chase after the Constrictor and everytime you caught up with him he'd have flown off to another part of the galaxy...** (gasps for a breath)**...sigh...waffle waffle"**

Tom's right, cos the best thing about the game was the fact that you really got engrossed in the action while you strove for that elusive rank of ELITE! Try and hunt down the BBC B version of the game as it came with a poster (to help identify enemy ships), a quick reference card for the controls and a novella (the Dark Wheel by Robert Holdstock).

*AVALON* by Hewson was billed as the first computer movie (in as much as doors swung open etc... and characters would follow you into different rooms).You control apprentice magician Maroc on an underground quest for wizardly power. It managed to combine a novel graphics system with adventure elements to produce an extremely engrossing game. Basically you scrolled around the levels collecting a list of spells that enabled you to progress further into the adventure. The sequel, DRAGONTORC, broadened the action to various parts of Arthurian Britain and introduced more characters. The games were made by the

**These little buggers are a pain to shake off until you get the correct spell to do away with em.**

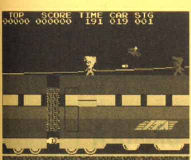
## CABIN FREEPLAY CLASSIFIED

"RETROGAMES" No.6 IS PROBABLY OUT BY NOW ALONG WITH HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.

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DON'T FORGET THE HMV LEVEL ONE RETRO GAMING EXHIBITION. IT RUNS FROM SATURDAY OCTOBER 19TH TO SATURDAY NOVEMBER 2ND. YOU MUST GO... IT'LL BE AWESOME!!!

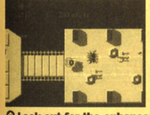
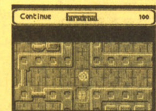



**STOP THE EXPRESS is worth digging out, but it's still very frustrating.**

energy-based spell system which gave depth to an enthralling epic.

*STOP THE EXPRESS* by Sinclair research was launched in the spring of 1984 and set new cartoon style graphical standards for the Spectrum. The player is a secret agent who must stop a train before it reaches the country of the Redmen who have hijacked it. First of all you must run across the top of the train dodging obstacles such as the knife-throwing Redmen and gaps between the carriages. After a certain amount of carriages, the scene switches to the inside of the train where you have to run down to the engine where the brakes can be applied. To be honest, I didn't get very far cos it's so blinkin' difficult – you can get halfway across the whole train only to get shot, tumble off and start again from the beginning!

*PARADROID* AND *URIDIUM* are two C64 classics by Andrew Braybrook and as CVG said all those years ago, a C64 owner without *URIDIUM* is like a goldfish without a bowl. Er... yes well if anything, *URIDIUM* hasn't stood the test of time quite as well as *PARADROID,* though it's still a nice little blast and one of the best shoot 'em ups on the machine. *PARADROID* on the other hand is still a joy to play. You control a droid with an 'influence device' out to destroy a whole host of rebellious droids on-board a space freighter. Your aim is to destroy the mutinous


**Look out for the enhanced originals released a few years later with enhanced features.**

crew by zapping them or taking over via your influence device (a droid's power is shown by a number on its chest).

The transfer game is the key to success in the *PARADROID* and you won't be able to progress unless you master it. When you've locked onto a rebel droid – by bumping into your target and pressing the fire button – the screen changes from an overhead view of the deck to a puzzle screen where you hopefully gain control of the new droid by winning control of its circuits. Fail and you burn out! Once all the droids on one deck have been knocked out, the lights turn off and you progress to another infested deck. The legendary Andrew Braybrook is going to appear at the HMV Retro Games Exhibition at level one.

To round off this month I must just apologise for naming ATARI as the creators of *PAC-LAND* a couple of issues ago, it was of course NAMCO. Sorry everyone.

## CALCULATOR CORNER

**THIS LITTLE ITEM WAS ACTUALLY MEANT TO BE A LITTLE JOKE BY TOM GUISE (HE ALWAYS TAKES THE PISS OUT OF MY OLD GAMES, THE STINKING BELL PEPPER.) BUUUUT... SINCE HE MENTIONED IT, I'VE PICKED UP A LOVELY LITTLE SINCLAIR OXFORD (HE INVENTED THE FIRST POCKET CALCULATOR BY THE WAY), THEY'RE NOT MASSES OF FUN OBVIOUSLY, BUT ALONG WITH SINCLAIR WATCHES AND TV'S THEY'RE GETTING VERY COLLECTIBLE.**




# Crowther's in the Cabin



**While most journalists were being led into secret backrooms to view all this years latest ECTS products, the MicroGoblin was summoned into 'Castle' Gremlin to meet top programmer and 80's legend Tony Crowther.**

**GOBLIN: Did you ever push the C64 and other machines to their limit.**
TC: No... you'll never get to the limit on any machine, because you move on and discover new machines anyway, but if I was to go back and try harder I probably could do things better.

**GOBLIN: Have you ever done any games that were never released.**
TC: Yeh, I did a game called *SHELTER* that I spent a week on. It was a 3D game on the C64 (a bit like *DOOM*) with chunky graphics where people hid behind barrels. It was done in the machine's character mode and at the time I felt it wasn't going in the right direction... so we shelved it! After that I've released every other game I've written.

**GOBLIN: Are you the classic bedroom programmer responsible for ALL the music, graphics, code etc...**
TC: Oh absolutely! Except now I've got an extension built onto the house and the last game I did EVERYTHING was on *CAPTIVE* for the Amiga. For *LIBERATION* and *KNIGHTMARE* we got artists in and in this one (*REALMS OF THE HAUNTING*—COMING SOON ON THE PC) I'm just doing the pure code... the compression algorithms, the video playback etc...

**GOBLIN: You enjoy this way of working?**
TC: Well sort of, I enjoy writing tools! It's like detective work trying to find bugs within the code. I've been doing this work for 15 years and I still find it great fun, it's never a job to me.

**GOBLIN: How long did it take to write a game such as *LOCO* or *BLAGGER*.**
TC: Oooooh, they were fun ones.They took about two weeks.

**GOBLIN: Is that all?**
TC: Well it doesn't take long to fill up 64k, whereas on say a PC you've got Gigabytes to use up.

**GOBLIN: What was your first game?**
TC: Well I did a few tests for Alligator. They're not something that I'm very proud of: *DAMZEL IN DISTRESS, AZTEC TOMB PART 1, SQUASHER FROG, HAUNTED HOUSE AND KILLER WATT.* Then I did *BLAGGER, LOCO* and *SON OF BLAGGER.* Then I went to Gremlin Graphics and we did *POTTY PIGEON* and *SUICIDE EXPRESS.* After a while I left Gremlin to set up Wizard Developments – mind you I wish I never had – but I'm back now, so there you go.

**GOBLIN: How did you get the idea for a game such as *POTTY PIGEON.***
TC: I was bored one evening, so I sat in the park looking up at the sun with my sketch pad and though to myself "This is a good idea for a game!"

**GOBLIN: So you saw a pigeon.**
TC: No, I didn't see a pigeon – it just came to me while I was lying there in the grass.

**GOBLIN: Well, how about *BLAGGER* then.**
TC: A friend of mine suggested I write a *MANIC MINER* type game. So I did.

**GOBLIN: Did you do all the conversions to your games.**
TC: No, I never do conversions except when I worked on the ST and AMIGA, but they were developed at the same time so it was different.

**GOBLIN: Is there any game you wish you'd written.**
TC: *DUNGEON MASTER* affected me the most and thats where *CAPTIVE* came from. I'd never seen anything that could beat that product and I really wanted to copy it with *CAPTIVE,* whereas with *REALMS OF THE HAUNTING* I'm just using '*DOOM*' as a media.

**GOBLIN: How did you get into programming.**
TC: When I did my A levels I kept skiving lessons and I used to go to the library where I got interested in computers. I started writing educational software on BBC B's and SHARP MZ88's and I learnt BASIC by typing in listings from magazines—they never worked so I used to debug them and find out why they didn't work.

**THERE NOW FOLLOWS ANOTHER QUICKIE USING THE SAME QUESTIONS FROM THE 1985 CVG YEARBOOK INTERVIEW.**

**FAVOURITE FOOD:** INDIAN (ORIGINALLY NOTHING FOREIGN!)
**FAVOURITE DRINK** TETLEY'S BITTER (SAME)
**FAVOURITE TV PROGRAMME** ABYSS AND STAR TREK
**FAVOURITE COMPUTER GAME** DUNGEON MASTER
**PETS** MY DAUGHTER'S GOT A HAMSTER AND LOADS OF FISH. SILVER (A BUDGIE) THAT I HAD IN THE ORIGINAL INTERVIEW IS IN AN OLD PEOPLES HOME.
**FAVOURITE POP GROUP** IRON MAIDEN (STILL)
**AMBITIONS** WELL, I'M STILL IN THE BUSINESS AND I LOVE IT.











**Send your tips, cheats and players guides to:**

**TIPS,**
**CVG,**
**PRIORY COURT,**
**30-32 FARRINGDON LANE,**
**LONDON, EC1R 3AU.**

**Or E-Mail Ed at:**
**elomas@candvg.demon.co.uk**

## ARCADE

### LAST BRONX

To change your weapons in *Last Bronx* to wacky things (like fish!), go to the character select screen and press the **Start button 13 times**, then start a game.

As with *Virtua Fighter 2*, you can select your character's victory pose simply by holding one of the buttons. Try **Punch, Kick or Guard**, or all three pressed at once. The hidden taunt move can be performed by any character during the game simply by moving the stick in a quarter-circle forward and pressing Start.

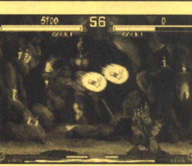
## PLAYSTATION

### STREET FIGHTER ZERO 2

Rumour has it that there are no secret characters in PlayStation *SF Zero 2*. Wrong! It's possible to play as Shin-Gouki! To access him, go to the Player Select screen and highlight Gouki, and hold **Select**. Now press **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right**. You should end up back on Gouki. Now select him while still holding **Select**. Shin-Gouki can throw double air fireballs, has a very fast recovery time, and is generally awesome!

To get an alternate costume with gold hair, do the code as above but select Shin-Gouki with three punches or kicks.






### TIME COMMANDO

Here are codes for all the levels from **Darren Greenwood in Nuneaton**.

| | |
|---|---|
| Roman Empire | IIHWXBJN |
| Feudal Japan | RQSFHLNW |
| Middle Ages | GLADYKNC |
| Conquistadors | ZIRTTZMI |
| Far West | OXIIFUHU |
| Modern Wars | ONXJRMGD |
| Future | GNHIWQLS |
| Beyond Time | PVRGPZMU |

### ATHLETE KINGS

To access the hidden character, play in Arcade Mode and finish with a score of at least **8000**. Then go to the main menu and hold the **X button** while selecting your new game mode. He'll then be on the character select screen.

To make your character roll down the 100 metres track rather than run, start a game and when the announcer is talking at the start of the race, press **Left, Right, then hold X**. Now start as usual to roll.

To make your character hop for the 100 metres, start a game and press **Up, Left, Down, Right, then hold X** while the announcer is talking.







↑ **In case you can't see, Karl Vain is hopping the race here!**

### FORMULA 1

Thanks to **Ray from Disk Box in Chatham, Kent** for telling everyone how to access the secret track in *F1*. Simply set the game onto Medium difficulty or higher and win the championship season. Now go back to the menus and you'll have a new track option! Ray also recommends that you save your game at this point, otherwise you'll lose the track. The actual track is the shape of a car, by the way.

### MOTOR TOON GRAND PRIX 2

In the review a few issues ago, we told you that there were loads of secrets hidden in the game which could only be accessed with skilful play. These cheats require very little skill at all.

Simply go to the "Goodies" menu and press one of these button combinations.

| | |
|---|---|
| NEW CHARACTERS | L1, L2+L1+R2, L1, R2+R1 |
| TANK COMBAT | L1+R2, L1, L1, R2+R1 |
| NEW TRACKS | L1,R1,L1+R2,L1 |
| SUBMARINE-X | L1+R2, R2+R1, L1+R2, L2 |
| MOTOR TOON R | L1, L1+R2, R2+R1, R1 |

### FADE TO BLACK

Here are passcodes for each level.

| | |
|---|---|
| 1 | SCTXCS |
| 2 | TCXCSX |
| 3 | XCXCTX |
| 4 | XSTCCT |
| 5 | SSTXXT |
| 6 | TXXXXC |
| 7 | CCTXTX |
| 8 | SSXTSS |
| 9 | TXXTCT |
| 10 | XTSCTX |
| 11 | CSXXSX |
| 12 | STXSCX |
| 13 | XXCTCT |

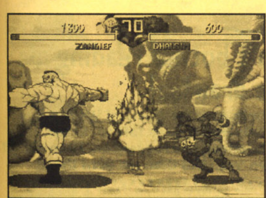
## SATURN

### STREET FIGHTER ZERO 2

Extra special thanks go out to **Richard La Ruina from Cambridge** for getting us this cheat first. Well done! Select **Training Mode** and hold the **L button and Start**, then select any character. Then, during the game, perform a Custom Combo at any level and you'll get shadows behind you like Rose's Soul Illusion move, and you won't be rushing forward as usual. They will stay with you for the whole time, letting you get over **99 hit combos** in the corner very easily! Excellent!

To get rapid-fire attacks in the training mode, go to the training character select screen and hold **Start and the R button**, then select your character. Now you can simply hold an attack button and you'll repeatedly hit your dummy opponent!

It's also possible to do both the rapid-fire and infinite custom combo cheats at once by holding **L and R and Start** while selecting your character in training mode.



To play as Shin-Gouki on the Saturn, go to the player select screen and highlight Gouki. Now **hold Start** and press **Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down**, then select him with any button. As with the PlayStation version, he can throw double air fireballs and is totally awesome!



To play as Evil Ryu, go to the character select screen and highlight Ryu. Now **hold Start** and move to Adon, Gouki, Adon, then back to Ryu. Now select him with any button while still holding Start.

To play as original Zangief, highlight him and **hold Start**, then move to Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Guy, Ken, then back to Zangief. Now select him with any button while still holding Start.

To play as original Dhalsim, highlight him and **hold Start**, then move to Zangief, Sagat, Nash, then back to Dhalsim. Now select him with any button while still holding Start.

Once you've done any of these character cheats once, save your game and from then on you can access the hidden character by simply holding Start and selecting the character on the Vs Mode screen.

## SEGA RALLY

**M. Marley from Stanley, Co. Durham** says that if you start a replay and press **B, Y, B** immediately, you can control the camera by moving the D-Pad around. Well done M.

## DESTRUCTION DERBY

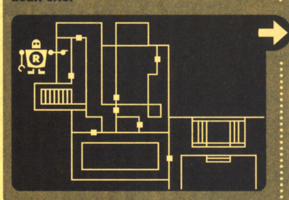
These secret codes give you access to hidden features.
For the secret track, The Ruined Monastery, select Wreckin' Racing, then Championship Mode and enter your name as **REFLECT!** When you get back to the menu, choose Practice and you'll see the extra track as a question mark.
To make yourself invincible, do the same as above, only enter your name as **!DAMAGE!**

## WE'RE STUCK!

**If you're completely stuck somewhere in a game, then you're probably rubbish. Never mind – we'll help! Please don't send SAEs because we can't reply personally.**

### I'M STUCK!

**CVG,**
**Priory Court,**
**30-32 Farringdon Lane,**
**London,**
**EC1R 3AU.**



To access the number of competitors in a race, do the same as above but enter your name as **NPLAYERS**.

## BUST-A-MOVE 2

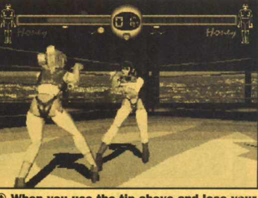
**S. Holmes from Walthamstow** has found a cheat for *Bust-a-Move 2*. On the start screen press **X, Left, Right, X**. You can now watch the end sequence and have different backgrounds for the puzzle game!

## LOADED

This single code is all that's needed to cheat as much as you want in Saturn *Loaded*. Unfortunately, you'll need plenty of fingers.
Pause the game at any time and highlight '**BGM Volume**'. Now press and hold the **L button, Z, B, X, C, then the R button**. This will activate the cheat. Now just press the **L button** on the pause screen to bring up the menu.
It lets you skip levels, give yourself more lives, and fill up your power bars.

## FIGHTING VIPERS

It's possible to get Honey to take even more clothes off than usual when her armour is removed. Either complete the game as Honey in Hyper Mode on Very Hard setting, then play as her again straight away. Now remove your armour by pressing **F, B, F, B+G+P+K** very quickly, or by getting hit and you'll only be wearing a tiny pair of pants and a bra!
A slightly easier way once you've done this is simply to select Honey while holding the **X button**, then removing your armour.
Also, by holding the **Z button** and selecting Honey, her name will change to Candy, her UK name.




**↑ When you use the tip above and lose your armour, Honey's just wearing her undies!**

**Dear CVG,**
In *Mortal Kombat 3* for the Super Nintendo I know the cheat to fight Noob Saibot but I can't do it quick enough. Can you help me.
**Yours David Sillars.**

***CVG:*** *Our advice? Do it faster. Actually, you may be having problems getting to the high numbers quickly, so try holding* ***Up*** *on the D-pad and pressing the buttons. This will cycle through the icons in reverse, starting at the ninth.*

**Dear CVG,**
I have some problems with *Resident Evil* and *Ridge Racer Revolution*.
**1.** In your September issue you said the red jewel was in the room with the stuffed animals on the wall. Where is this room?
**2.** What do I use the Doom Books and the MO Disks for?
**3.** What do I do with the Magnum rounds?
***Ridge Racer Revolution***
**1.** When I do not fire any shots on *Galaga* I get fireworks and a special bonus. What does this do?
**From WO'C, Dublin, Ireland.**

***CVG:*** *Ok.*
***1.*** *On the first floor, use the map on the left to get to the room that the robot's pointing to. Then turn off the lights, climb the stepladder and collect the shiny jewel.*
***2.*** *You need to open them. Go to the object viewer and tilt the books around so that the pages are facing down and keep moving them about. Eventually they'll open and items will fall out.*
***3.*** *Put them in the Magnum and shoot things. You get the Magnum once you've got both jewels.*
***RRR***
***1.*** *We don't know exactly what this does. If anyone knows, please tell us.*

**Dear C&VG,**
I'm stuck, can you answer this question for *Mortal Kombat 2* on the Mega Drive please?
Who is behind the "?" box and how do you fight him/her?
**Philip Mann, Peterbough, Cambs.**

***CVG:*** *The "?" box is Jade, and you can fight her by working your way through to the character before the box and beating them with just the* ***Low Kick*** *button. You'll then move onto the box and fight her. By the way, she's hard to beat.*

**To CVG,**
Could you please tell me any cheats that you might know for *Magic Carpet* (Sega Saturn), the two fatalities for Scorpion on *Ultimate MK3* (Sega Saturn) and the cheat to get every weapon for *Alien Trilogy* (Sony PlayStation).
By you I look forward to your reply placing them in your fab mag's tip section.
**Richard.**

And if possible please say hello to Tony and Shelia for me.

***CVG:*** *We don't actually know of any cheats for Saturn Magic Carpet, unfortunately. Scorpion's two fatalities are:* ***D, D, D, U+HK*** *from about a jump distance away, and* ***F, F, D, U+Run*** *when close.*
*And to get all the weapons in Alien Trilogy, enter this password* **1G0TP1NK8C1DB00TS0N**. *"Cheats Activated" will appear on the screen. Now go to the title screen and there'll be a cheat option to give you all the weapons.*
*And we don't know who Tony and Shelia are, so we can't say hello to them.*




# drawinz wot you dun

## Alright art freaks! Don't bother reading me writin' just look at me drawinz!



KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

**Blimey! This has been the best month ever for drawinz! We spent so long going through them all we only had a week left to do the magazine, resulting in some pretty hilarious consequences, I can tell ya! Thanks for them all anyway – we love 'em. And then we burn them!**




**Really nicely drawn, this. I only printed it because it was different from the normal *MK3* entries. Next month I'll do the same. Well done Gregory Johnson.**




**Cheesy!! The best Mouse platform game this year. Mark Gorman.**

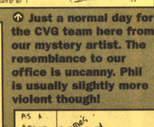




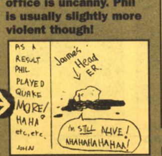

**Games extravaganza! Nice one Stephen Dodd! A collection of the finest games drawn in a unique style. The picture of 'Yob' was one of my favourites this month too, although I'm afraid he's long gone, never to return again. Maybe.**

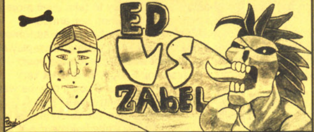





**Just a normal day for the CVG team here from our mystery artist. The resemblance to our office is uncanny. Phil is usually slightly more violent though!**



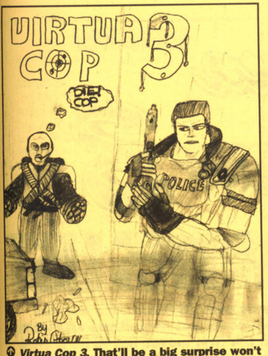

**Ed Lomas as a games character! That's something I don't want to see. Thanks Paul Hanagan.**

**I am never ever going to look like *that*. Is that Zombie meant to look like Jaime by the way? Because it does. Although slightly better looking. Mark Bishop.**



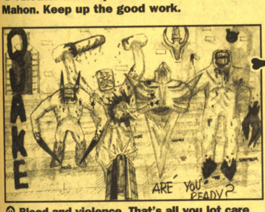

**All the CVG team here. Paul Davies. Tom Guise. Jaime Smith. Ed Lomas. Mike Newson, and Chewbacca. Thanks to Leigh Brady, excellent work!**






*Virtua Cop 3.* That'll be a big surprise won't it? i like the logo especially. Robin Glover.

Another masterpiece from John mc Mahon. Keep up the good work.



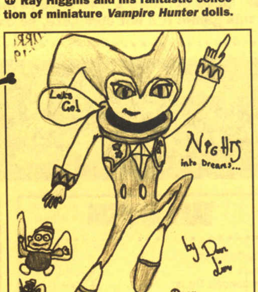

Blood and violence. That's all you lot care about ain't it! Ben Jackson is a prime example.




*Guardian Heroes* artwork courtesy of Andrew Anderson. Very well drawn my friend.

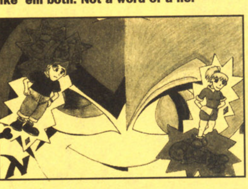


Ray Higgins and his fantastic collection of miniature *Vampire Hunter* dolls.




Two totally different pieces of artwork for the same game, this from Deen lim.

And this one from Andrew Higgins, I like 'em both. Not a word of a lie.



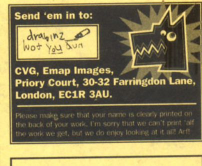



Johnny Corbin shows just how 'Paul' uses his superior position to full effect on his man servant 'Ed'.

Alex Norman pays tribute to one of the PlayStation's finest. Check out the hair, awesome!




Only in this section can *Sonic* and *Quake* appear in the same picture. Thank God, Rob Sanderson.



**Send 'em in to:**

drawinz wot you dun

**CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

Please make sure that your name is clearly printed on the back of your work. I'm sorry that we can't print 'alf the work we get, but we do enjoy looking at it all! Arf!

Dear CVG.
I beg you to put this picture in the mag! PLEASE?

Yeah, and none of this type of thing either. You hear?!!

drawinz wot you dun

FREEPLAY

PHOTO-COPY ME AND GO DOWN THE ARCADES

# Virtua Fighter 3

# FIRST EVER MOVES LIST

**VF3 is the greatest 3D fighting game ever. OFFICIAL! It's also the most impressive game we've ever seen. But we tell you all that on** **page 80.** **Here's where we reveal the first moves list to be printed on this game! It's not complete, so expect more next month.**

## KEY

**F** – Forward
**B** – Backward
**U** – Up
**D** – Down

Any two of these next to each other signifies a diagonal, ie. **DF** – Diagonal Down

**G** – Guard
**K** – Kick
**P** – Punch
**E** – Evade

**+** A plus sign means to push the two buttons or directions at the same time. If there isn't a plus sign linking directions or buttons, they should be pressed in sequence.

**(B)** After the move's name means your opponent has to have their back to you.
(in the air) Move must be performed in the air.
**(DF) (D)** Means you **HOLD** in this direction.
**Hold D, then...** Means, start crouching before performing move.
* **Highlighted** moves are all **NEW** for VF3!!!

## AOI UMENOKOJI

### ATTACKS

| | |
|---|---|
| Floating Cherry | F, F, P+K |
| High Force Willow Fanning Fist | B, B, P+K |
| Double Attack Side Elbow | P, P, P |
| Unique Destroyer | (DF)+P |
| Robe Vehicle | F, F+P |
| Sleeve Extension Sword | DF+P |
| Phoenix Hand | DF+P+K |
| Flying Butterfly | F+P |
| Whirlwind Cherry | F+P, P |
| Cloud Kick | F+K, K |
| Double Attacking Hook Legs | P, P, K |
| Lightning Blade Destroyer | F+K |
| Chain Scythe | K, K |
| Linked Attacking Short Sword | P, P, P, K |
| Grass Mower | D+G+K |
| Linked Grass Mower | P, P, P, D+K |

### THROWS

| | |
|---|---|
| Minor Strike | G+P |
| Falling Cedar (B) | G+P |
| Six Stages Sash (obi) Taker | B+G+P |
| Full Moon Comma | DB+G+P |
| Cat's Cradle | D+G+P |
| Aikido Throw | (D), F+G+P |
| Decisive Hand Downer | D+G+P+K |

COUNTERS

| | |
|---|---|
| Back Fanning Flow (B, high K counter) | F+P+K |
| Back Forearm Return (B, high P counter) | F+P+K |
| Feather Haze (reverse high K counter) | B+P |
| Transformation (straight high P counter) | B+P+K |
| Jaws Of The Dragon (right elbow counter) | DB+P+K |
| Fanning Flow (right-handed low P counter) | D+P+K |

### SPECIALS

| | |
|---|---|
| Branch Breaker (feet turned upwards) | DF+G+P |

## TAKA-ARASHI

### ATTACKS

| | |
|---|---|
| Thrust | P, P, P, P, P, P |
| Two-handed Thrust | F, F+P, P |
| Kachiage (balance-destroying lunge) | (DF)+P+K |
| Two-handed Attack | F, F+P |
| Topknot Tugging Hand | P+K |
| Elbow Strike | F+P |
| Killer Attack | DF, DF+P |
| Dragon Topknot | B, F+P |
| Demon Slayer | DF+P |
| Demon Kachiage | DF+P+K |
| Batakikomi (slappig down) | B+P+K |
| Bell Ringer | B+P |
| Icicle Breaker | DB+P+K |
| Barrel Crusher | (D), F+P |
| Brown Bear Claws | (D), B, F+P |
| Elbow Slap | F+P, P |
| Log Knee | F+K |
| Four Thighs Kick | B+K |
| Dew Sweep | (D)+P+K |

### THROWS

| | |
|---|---|
| Shower Fall | F, F+G+P |
| Overhand Throw | G+P |
| Swing Down | (B) G+P |
| Cross Grips | F+G+P |
| Outside Hook | DF+G+P |
| Head Throw | DB+G+P |
| Back Flip | (D), B+G+P |
| Gripping Throw | DF+G+P+K |
| Tower Throw (after Cross Grips) | G+P |
| Outside Unique (after Cross Grips) | B+G+P |

### SPECIALS

| | |
|---|---|
| Cat Deceiver | G+P+K |

## SHUN DI

### ATTACKS

| | |
|---|---|
| Serial Jaw Hand | B, F+P, P, P |
| Side-sweeping Attack | B+P |
| Provocative Arm Random Fist | D, DF, F+P |
| Transformation Double Rising Fists | F+P+K |
| Back Fall Linked Twisting Legs | DB+G+K |
| Back Kick Linked Thighs | DB+K, K |
| Sky Dance Double Turning Legs (in the air) | F, F+K |
| Waving Linked Twisting Legs | B+G+K |
| Forward Twisting Sweeping Thighs (more than 1 drinks) | D+P+K |
| Linked Forward Twisting Sweeping Thighs (more than 7 drinks) | D+P+K, K, K |
| Whirlwind Sweeping Thighs | (D)+G+K |
| ***Linked Leg Turning Hand** | **K, K, P** |
| ***Soaking Step Intoxicated Hard Hand** | **B, DF+P** |
| ***Intoxicated Hermit Hand** | **P+K** |
| ***What Hermit Mother-In-Law** | **F, (P, P, P),K** |
| Transformation Intoxicating Liquor Lean (after handstand) | P+K |
| ***Linked Flying Leap Attack** | **K, K** |
| ***Slant Side Linked Legs (in the air)** | **F+K+E** |
| Nirvana Whirlwind Legs (after lying down) | K |
| Linked Legs Back Lower Fists | K, K, D+P |

### THROWS

| | |
|---|---|
| Intoxicated Step Transformation Elbow | G+P |
| Overthrow Back Elbow | B+G+P |
| ***Powerful Bell Divide (B)** | **G+P** |
| ***Transformation Spin Thigh FOLLOW-UP ATTACK** | **DF+G+P** |
| ***Spiral Intoxicated Elbow (F)** | **DF+P** |

### SPECIALS

| | |
|---|---|
| Turning Handstand | F, D, B |
| Seat Of Iron | D, D |
| ***Liquor Taking** | **D+G+P+K** |
| ***Lie Down** | **B, D, F** |
| ***Mid-air Body** | **U+P+K** |

## LION RAFALE

**ATTACKS**

| | |
|---|---|
| Two Ears Whirlwind | F+P+K |
| Whetstone Hand | F+P+E |
| Taishan Double Crooked Hands | B+P+K |
| Arrow Swift Step | F, F+P |
| Vertical Leap Drill Fist | U+P+K |
| Rising Twisting Thigh | D+K, G+K |
| Overpowering Thigh | U+K, K |
| Crooked Hand Offered Knee | F+K |
| Transformation Random Yin Leg | F, F+G+K |
| Piercing Bow Thigh | DB+K |
| Felling Step Back Sweep Hand | DF+P+K |
| Slant Step Slant Sweeping Lash | D+P+E |
| Stealthy Step Sweeping Hand | D+P+K |
| Swift Place Sweeping Hand | DF+G+K |
| Back Sweeping Thigh | (D)+G+K |
| Flash Turn Sky Leg | UF+K |
| ***Board Elbow Linked Hand** | **F+P, P** |
| ***Swift Place Rising Drill Hand** Hold D, then | **F+P** |
| ***Linked Twisting Thighs** | **K, K** |
| ***Axe Blade Linked Tip Legs** | **F, F+K, K** |
| ***Transformation Praying Mantis Linked Legs** | **B+P, P, K** |
| **Progressive Praying Mantis Sweeping Hand** | **B, DF+P** |
| **Linked Lash Sweeping Hand** | **P, P, D+P** |

**THROWS**

| | |
|---|---|
| Harvest Cannon Prop | F, F+G+P |
| Destructive Sword Hand Autumn | Thigh G+P |
| Transformation Double Crooked Hands | F, D, B+G+P |
| Seven Stars Mission Elbow | B+G+P |
| ***Skilful Down Pointed Turn Mountain-climbing** | **DF+G+P** |
| ***Waving Legs** Hold D, then | **F+G+P** |

**FOLLOW-UP ATTACK**

| | |
|---|---|
| ***Falling Drill Hand** | **DF+P** |

**COUNTER**

| | |
|---|---|
| Dragon Screw (mid K counter) | DB+P+K |
| ***Captured (high K counter)** | **B+P+K** |

## JEFFRY MCWILD

**ATTACKS**

| | |
|---|---|
| Stomach Crash | B, DF+P+K |
| Elbow Stamp | B+P |
| Dash Elbow Upper | F, F+P, P |
| Elbow Hammer | F+P, B+P |
| Kenka Kick | F, F+K |
| Heel Attack | B, F+K |
| Toe Kick | D+K |
| **Hellbank Hammer** | **D+P+K** |
| **Rising Hammer** | **B, DF+P, P** |
| **Combo Kenka Kck** | **P, P, B+P** |
| **Kenka Hook** | **B, F+P** |
| **Triple Upper** | **DF+P, P, P** |
| **Tornado Hammer** | **F, B+P** |
| **Knee Hammer** | **B+K, P** |
| **Middle Hell Stab** | **F+P+K** |
| **Kenka Upper** | **DF, DF+P** |
| **Killing Toe Kick Hammer** | **K, K, P** |
| **Ducking Hammer** | **D+G+K** |

**THROWS**

| | |
|---|---|
| Back Breaker (B) | G+P |
| Power Slam | F+G+P |
| Splash Mountain | DF, DF+G+P |
| Body Lift | B+G+P |
| Power Bomb | DF+G+P+K |
| Machine Gun Knee Lift | D, F+G+P+K |
| Iron Claw | D+G+P+K |
| Front Backbreaker | B, F, F+G+P |
| Toe Kick Splash Mountain (after Toe Kick hit) | D, DF, F+G+P |
| Triple Headbutt | B, F+G+P, F+G+P, F+G+P |
| Machine Gun Hammer | DB, F+G+P |
| Spain Buster | D+C+P |

| | |
|---|---|
| Sky-cleaving Divine Phoenix | (D), F+G+P |
| **Spring Swallow Pagoda (B)** | **G+P** |
| **Thunder Quake in the Forest** | **F+G+P** |
| Swallow Wind Wheeling Soar | F+G+P+K |

**COUNTERS**

| | |
|---|---|
| Swallow Twist Swaying Willows (high P counter) | B+P+K |
| Suspended Leg Twist Roll (left, right, mid K counter) | DB+P+K |

## KAGE-MARU

**ATTACKS**

| | |
|---|---|
| Side Bullet | DB+P |
| Falling Flash Sword | F+P+K |
| Phantom Leaves | B+G+K |
| Leaf Gaping Dragon (in the air) | F, F+G+K |
| Whirl Kick | D+G+K |
| Waterwheel Kick | UB+G+K |
| Whirlwind Kick (in the air) | UB+K |
| Floating Body Elbow Kick (in the air) | (D), F+K |
| Scattered Bullets Back Kick | P, P, P, K |
| Scattered Bullets Wind God Legs (in the air) | P, P, P, UB+K |
| Thunder Dragon Soaring Legs | F, F+G+P+K |
| Stray Shadow Legs | F, F+K |
| Turning Earth-grinding Legs | B, D, F+K |
| Earth Runner | DB+K |
| ***Whirlwind Sword** | **D+P+K** |
| ***Spiral** | **B+P** |
| ***Back Waterwheel** | **DF+G+K** |
| ***Rock Destroyer** | **(DF)+P** |
| ***Sword flash between leaves** | **DF+P+K** |
| ***Full Moon Kick (in the air)** | **UF+G+K** |
| ***Spiral Back Kick** | **B+P, K** |
| Scattered Bullets Spiral Back Kick | P, P, B+P, K |

**THROWS**

| | |
|---|---|
| Leaves Back Haze | G+P |
| Shadow Haze | B, F+G+P |
| Sword Haze | DF+G+P |
| Extended Arc Fall | B+G+P |
| ***Back and Forth Freely Floating Body** | **F+G+P** |
| ***Chaotic Bullet Attack** | **UF+G+P** |
| ***Izuma Fall (after Extended Arc Fall)** | **U+G+P** |

**COUNTERS**

| | |
|---|---|
| Forearm Return (high P counter) | B+P+K |

## WOLF HAWKFIELD

**ATTACKS**

| | |
|---|---|
| Level Back Chop | P+K |
| Shoulder Attack | B, F+P |
| Reverse Sledgehammer | (D), F+P |
| Flying Kneel Kick | F, F+G+K |
| Neck Cut Kick | G+K |
| Sovat | F+G+K |
| Front Roll Kick (in the air) | B, F+G+K |
| Drop Kick | UF+K |
| Low Drop | F, D+K |
| ***Grizzly Lariat** | **DF+P+K** |
| ***Double High Kick** | **K, K** |
| ***Tomahawk Flash** | **F+P+K** |
| ***Tomahawk Chop** | **UF+P** |
| ***Dragonfish Blow** | **F+P, P** |
| ***Short Shoulder** | **B, F+P+K** |

**THROWS**

| | |
|---|---|
| German Suplex (B) | G+P |
| Steiner's Screwdriver | DF, DF+G+P |
| Giant Swing | B, D, F+G+P |
| Body Slam | DF+G+P |
| Tiger Driver | DF+G+P+K |
| Double Arm Suplex | DB+G+P+K |
| Side Suplex | D+G+P+K |
| Frankensteiner | UF+G+K |
| ***Catch** | **F+G+P** |
| ***Wrist Lock Throw** | **F, D, B+G+P** |
| ***Arm Lash** | **F, F+G+P** |
| ***Thunderfire Power Bomb (in combo)** | **G+P** |
| ***Change (in combo)** | **F+G+P** |

## PAI CHAN

**ATTACK**

| | |
|---|---|
| Back Region Lash | DB+P |
| Drilling Skilful Fist | F+P |
| Linked Twist Back twisting Legs | D+K, K |
| Whirlwind Claw | G+K |
| Linked High Tip Leg | P, P, P, F+K |
| Flying Swallow Fierce Legs | UF+K, K |
| Linked Back Roll Legs | P, P, P, UB+K |
| Linked Transformation Sweeping Legs | P, P, P, D+K |
| Swallow Twist Kick | (D)+G+K |
| ***Swallow Formation Whirlwind Legs** | **B+G+K** |
| ***Flying Swallow Bullet Thigh** | **F, F+P, K** |
| ***Swallow Dance Linked Legs** | **F+G+K** |
| ***High Step Skilful Hand** | **B+P** |
| ***Swallow Blue Tiger Double Destroy** | **(D), F+P** |
| ***Pale Low Linked Lash Hands** | **DF+P, P, F+P** |
| ***Pale Low Linked Lash Legs** | **DF+P, P, K** |
| ***Tiger Swallow Fanning Legs** | **K, K** |
| ***Waving Body Sweep Legs** | **DB+G+K** |
| ***Linked Twisting Sweep Legs** | **(D)+K, K** |

**THROWS**

| | |
|---|---|
| Body Fall Yin Hand | F, F+G+P |
| Whirlwind Swallow Formation | B, F+G+P |
| Divine head Fall | F, B+G+P |
| Restraining Swallow Pagoda | B, D+G+P |
| **Flying Swallow Turning Astride** | **DF+G+P** |

## SARAH BRYANT

**ATTACKS**

| | |
|---|---|
| Snap Back Knuckle | DF+P |
| Double Kick | B+K |
| Tornado Kick | UF+G+K |
| Double Spin Kick | (D), B+K, K |
| Illusion Kick | DF+K, K |
| Step Round Kick (in the air) | F+G+K |
| Dash Knee | F, F+K |
| Spin Kick | G+K |
| Side Hook Kick | DB+G+K |
| Somersault Kick | UB+K |
| Rising Knee (in the air) | (D), F+K |
| Jackknife Side Kick | D+K, K |
| Double Joint Pad | F+P, K |
| Combo Rising Knee (in the air) | P, P, P, K |
| Combo Somersault Kick | P, P, P, UB+K |
| Leg Slicer | D+G+K |
| Round Kick (in the air) | U+G+K |
| ***Double Sliced Kick** | **K, K** |
| ***Elbow Edge** | **F+P, (DF)+P** |
| **Dragon Cannon** | **DB+K Spin** |
| **Edge Kick** | **B+G+K** |
| **Toe Kick Jacknife** | **D+P+K, K** |

| | |
|---|---|
| *Spin Heel Sword | UB+G+K |
| *Full Spin Dive | U, (UF)+K |
| *Elbow Heel Sword | F+P, B+K |
| *Low Spin Kick | DF+G+K |
| *Double Low Kick | (D)+K, K |
| *Moonsault | UF+P |

**THROWS**

| | |
|---|---|
| Neckbreaker Drop | F, F+G+P |
| Lightning Knee Smash | B+G+P |

## LAU CHAN

**ATTACKS**

| | |
|---|---|
| Slant Up Hand | (DF)+P |
| Orderly Step Skilful Hand | DF, DF+P |
| Slant Down Hand | DF+P |
| Whirlwind Claw | G+K |
| Double Fists Whirlwind Thighs | P, P, K |
| Linked Transformation Legs | P, P, P, K |
| Thigh Rising Back Twist Legs | (hold D, then K) |
| Tiger Legs Back Roll | UB+K |
| Sky Tiger Legs (in the air) | UF+G+K |
| Sky Rising Tiger Drill Legs (in the air) | UF+K |
| Linked Back roll Legs (in the air) | P, P, P, UB+K |
| Earth-sweeping Thighs | F, D+K |
| Swallow Twist Kick | (D)+G+K |
| Linked Transformation Sweeping Legs | P, P, P, (D)+K |
| Sky Rising Slant Hand (in the air) | U+P |
| White-hot Tiger Pointed Legs (in the air) | U+K |

| | |
|---|---|
| ***Tiger-Dragon Transformation Legs** | **B, D, F+G+K** |
| ***Young Swallow hand** | **B, F, F+P** |
| ***Double Tiger Strong Grasp** | **DF+P+K** |
| ***Swallow Formation Whirlwind Legs** | **B, B+G+K** |
| ***Transformation Back Twist Legs** | **D+K, K** |
| ***Linked Kick Whirlwind Claw** | **K, K** |
| ***Linked Twist Sweeping Legs** | **(D)+K, K** |
| ***Flying Swallow Transformation Hand** | **B, B+P** |
| ***Flying Swallow Whirlwind Legs** | **B, B+P, G+K** |

**THROWS**

| | |
|---|---|
| Transformation Throat Hand | B, F+G+P |
| Willow Hand Fall | B, D+G+P |
| Willow Vehicle Twister | B+G+P |

| | |
|---|---|
| ***Thunder Quake in the Forest** | **F+G+P** |
| ***Mother Nature's Overthrow** | **DF, DF+G+P** |

**Here's Shun's excellent new move, where he grab and shakes his opponent by the shoulders!**

## JACKY BRYANT

| | |
|---|---|
| Double Spin Knuckle | B+P, P |
| Beat Knuckle | P+K |
| Spinning Kick | G+K |
| Lightning Kick | D+P+K, K, K, K, K |
| Spinning Arm Kick | B+P, K |
| Elbow Spin Kick | F+P, K |
| Combo Elbow Spin Kick | P, P, F+P, K |
| Dash Hammer Kick | F, F+K |
| Side Hook Kick | B+K |
| Middle Spin Kick | B, F+G+K |
| Somersault Kick | UB+K |
| Slant Back Knuckle | DB+P |
| Leg Slicer | D+G+K |
| Slant Low Spin Kick | DB+P, K |
| Spinning Low Spin Kick | B+P, D+K |
| Spinning Kick-Low Spin Kick | G+K, D+G+K |

| | |
|---|---|
| ***Lightning Straight** | **DF+P, P, F+P** |
| ***Lightning Hook** | **DF+P, P, P, P** |
| ***Combo Back Knuckle Spin** | **P, P, B+P, K** |
| ***Elbow Knuckle Spin Kick** | **F+P, P, K** |
| ***Combo Knuckle Spin Kick** | **K, P, K** |
| ***Beat & Knuckle Spin** | **P+K, P, K** |
| ***Spin Heel Sword** | **B+G+K** |
| ***Double Middle Kick** | **DF+K, K** |
| ***Double Punch Knee Kick** | **P, P, F+K** |
| ***Double Low Kick** | **(D)+K, K** |
| ***Elbow Knuckle Low Spin Kick** | **F+P, P, D+K** |
| ***Combo Low Spin Kick** | **K, D+K** |
| ***Comboe Knuckle Low Spin** | **K, P, D+K** |

**THROWS**

| | |
|---|---|
| **Knee Strike** | **F, B+G+P** |

## AKIRA YUKI

**ATTACKS**

| | |
|---|---|
| Back Gate Crest Thighs | F, F+P |
| Leaping Crest Thighs | F, F, F+P |
| Cannon Lift | DF, DF+P |
| Fierce Tiger Hard Crawl Mountain | (D), F+P |
| White Tiger Double Hand Slap | (D), B, F+P |
| Solitary Step Crest Knee | G+K, G ??? |
| Linked Thighs | F, F+K, K |
| Iron Mountain Prop | B, F, F+P+K |
| Gaping Jaw | F+G+P |
| Lightning Foot Waving Jaw | D+G+P |

| | |
|---|---|
| ***Leaping Mountain Destructive Lash** | **B, F+P+K** |
| ***Downward Seek Destructive Lash** | **DF+P+K** |
| ***High Step Collision Hand** | **B, F+P** |
| ***Collision Trot** | **(D), F+P+K** |
| ***Dragon Spear Style** | **DF+G+K** |
| ***Trotting Crest Thighs (after Dragon Spear of G)** | **F+P** |
| ***Sticky Mountain Prop** | **B, F+P+K+E** |

**THROWS**

| | |
|---|---|
| Heartfelt Grasp | DB, F+G+P |
| Young Sparrow Hawk Piercing Forest | B, DF+G+P |
| Big Wrap Destructive Lash | B, F+G+P |
| Mile Advance Jaw | DB+G+P |
| Orderly Step waving Jaw | B, D+G+P |

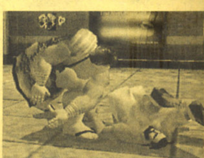
| | |
|---|---|
| ***Great Sekko River(B)** | **G+P** |
| ***Lion Clutch Moon** | **DF+G+P** |

| | |
|---|---|
| Spear Down Cannon | DF+P |

**COUNTERS**

| | |
|---|---|
| Back Step Back Thigh (left foot mid K counter) | DB+P+K |
| Outer Gate Crest Thighs (straight high P counter) | B+P+K |
| One Wing Crest (high K) | B+P+K |
| Body Wave Single Slap (right hand low P counter) | D+P+K |
| Double Clap (low K counter) | D+P+K |







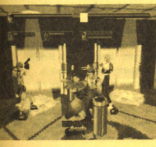
# DIE HARD ARCADE

## MOVES LIST AND NOTHING ELSE!

This guide, based on Phillip Perng's excellent posting on the arcade internet newsgroup (rec.games.video.arcade) is very useful for anyone who can find the game around. It's well worth a go, and even if you can't find the machine anywhere, keep the guide for the Saturn version due in the New Year.

**KEY**

| | | |
|---|---|---|
| Ⓟ Punch | ↑ Up | + Push buttons at the same time |
| Ⓚ Kick | ↓ Down | , Push the buttons in order |
| Ⓙ Jump | → Forward | ⇧ x Means to hold the direction while pressing the buttons |
| | ← Back | |











### UNARMED

| | |
|---|---|
| Triple Kick | Ⓚ, Ⓚ, Ⓚ |
| Punch combo | ⇨+Ⓟ, Ⓟ, Ⓟ |
| Kick combo | ⇨+Ⓚ, Ⓚ, Ⓚ |
| Punch, Kick combo | ⇨+Ⓟ, Ⓟ, Ⓟ, Ⓚ |
| Kick, Punch combo | ⇨+Ⓚ, Ⓚ, Ⓟ |
| Spin kick (decreases health) | Ⓟ+Ⓚ+Ⓙ |
| Jumping overhead punch | Ⓙ, Ⓟ |
| Jump front kick | Ⓙ, Ⓚ |
| Jump 2X dropkick | →, ← +Ⓙ, Ⓚ |
| Lunge forward | ⇨, ⇨ |
| Lunge backward | ⇦, ⇦ OR ⇨, ⇦ |
| Run | ⇨, → |
| Running tackle | Ⓟ while running |
| Running sidekick | Ⓚ while running |
| Handspring back | ⇦+Ⓚ during lunge |
| Dragon punch | Ⓟ+Ⓙ |
| Running shoulder | ⇨, ← +Ⓟ+Ⓙ |
| Double back kick | ⇨, ← +Ⓚ+Ⓙ |
| Shoulder slam | Ⓙ, ⇧, ↓+Ⓟ |
| Knee slam | Ⓙ, ⇧, ↓+Ⓚ |
| Backfist | ⇦+Ⓟ |
| Turning sweep | ⇦+Ⓚ |
| Low punch combo | ⇧, ↓+Ⓟ, Ⓟ, Ⓟ |
| Low kick combo | ⇧, ↓+Ⓚ, Ⓚ, Ⓚ |
| Low punch/kick combo | ⇧, ↓+Ⓟ, Ⓟ, Ⓚ |

### ON FLOOR

| | |
|---|---|
| Spring up | Ⓟ or Ⓚ or Ⓙ |
| Roll over | ⇧, ↓+Ⓟ or Ⓚ or Ⓙ |

### GRABBING OPPONENT

| | |
|---|---|
| Punch, elbow | Ⓟ, Ⓟ, Ⓟ |
| Knee, elbow | Ⓚ, Ⓚ, Ⓚ |
| Pin down, punch | Ⓟ, Ⓟ, ←, →+Ⓟ, Ⓟ, Ⓟ |
| Pin down, slam head | Ⓚ, Ⓚ, ←, →+Ⓚ, Ⓚ, Ⓚ |
| Forearm throw | ⇦+Ⓟ |
| Shoulder throw | ⇦+Ⓚ |
| Head slam | Ⓟ+Ⓚ+Ⓙ |
| Upward stomach throw | Ⓟ or Ⓚ+Ⓙ |
| Giant swing | Ⓟ, Ⓟ, Ⓚ, Ⓚ, Ⓟ |
| German suplex | Ⓟ, Ⓟ, Ⓚ, Ⓚ, Ⓚ |
| Leg swing | Ⓟ, Ⓚ, Ⓟ |
| Suplex | Ⓟ, Ⓚ, Ⓚ |
| Piledriver | Ⓚ, Ⓟ, Ⓟ |
| Headlock slam | Ⓚ, Ⓟ, Ⓚ |

### ARMED COMBAT

All grab moves are disabled. Player drops all weapons when hit or at end of each scene (except handgun at end of scene). Player can hold five clips plus one concealed handgun PLUS one weapon to wield. Player drops any weapon to pick up another weapon except when the new weapon is a concealable handgun.

### ARMED WITH SHARP WEAPON

| | |
|---|---|
| Stabbing | Ⓟ, Ⓟ, Ⓟ, Ⓟ, Ⓟ, Ⓟ |
| Swinging | Ⓚ, Ⓚ, Ⓚ |
| Back swing | ⇦+Ⓟ |
| Jumping stab | Ⓙ, Ⓟ |
| Jumping spike | Ⓙ, ⇧, ↓+Ⓟ |
| Low swing | ⇧, ↓+Ⓚ |

### ARMED WITH CLUB WEAPON

| | |
|---|---|
| Overhead swinging | Ⓟ, Ⓟ, Ⓟ |
| Wide swinging | Ⓚ, Ⓚ, Ⓚ |
| Back swing | ⇦+( Ⓟ OR Ⓚ ) |
| Jumping stab | Ⓙ+Ⓟ |
| High stab | ⇧, ↓+Ⓟ |
| Low swing | ⇧, ↓+Ⓚ |

### ARMED WITH HEAVY WEAPON

| | |
|---|---|
| Throw projectile | Ⓟ |
| Front kick | Ⓚ |

### ARMED WITH GUN

(When all shots are expended, player throws the gun (without clip) or reloads (with clip) automatically. Bullets do NOT hurt partners, but thrown guns do. Machine gun fires 4 bullets per shot.

| | |
|---|---|
| Shoot | Ⓟ |
| Jumping shot | Ⓙ, Ⓟ |
| Turn & shoot | ⇦+Ⓟ |
| Crouch shot | ⇧, ↓+Ⓟ |
| Handcuff | Grab enemy, then Ⓟ, Ⓟ or Ⓚ, Ⓚ |

(Player can only handcuff someone when carrying a handgun.)

### ARMED WITH MISSILE LAUNCHER

(Missiles harm partners. Jumping moves disabled)

| | |
|---|---|
| Launch missile | Ⓟ |
| Front kick | Ⓚ |
| Back swing | ⇦+ Ⓚ |

### ARMED WITH ANTI-TANK GUN

(Shots harm partners. Jumping moves disabled)

| | |
|---|---|
| Fire gun | Ⓟ |
| Overhead swing | Ⓚ |
| Back swing | ⇦ |
| Hard Back swing | ⇦+ Ⓚ |

SKIPPY KAI YAY, MOTHER!



# FREEPLAY FAN

The section, within a section, of CVG where you get to shout about your favourite games system and/ or software. This is the first batch of unedited mail to reach us, in which we find that: a) Saturn owners have big mouths, and b) that even Capcom have a tough time pleasing all of the people all of the time. Let's not turn this into a moan zone. There's too much to be positive about: *Fighting Vipers, Wipeout 2097, Quake* – wooaaawesoome!!!



The Address:
Freeplay Fan!
Freeplay
Computer and Video Games
Priory Court
30-32 Farringdon Lane
London EC1R 3AU




Dear CVG,
I am writing in response to your request for opinions for your Freeplay Fan section after having read comments from writers for various magazines.
In my opinion the best home console available at the moment is the Sega Saturn. I believe that it is far superior to the PlayStation in terms of games available and as for the N64, I think Gus Swan of Mean Machines described it best as "nice, unavailable and has only two games."
No home console has a beat 'em up to match *Virtua Fighter 2*, a driving game to match *Daytona USA* or *Sega Rally*, or a platformer to match *Bug!* or *NiGHTS*. Also, in response to Matt Broughton's comment: 1) all CD consoles will have CD quality sound, for the simple reason that it is all pulled off the CD (durr!), 2) the whole point of an arcade conversion is to convey the gameplay perfectly, to make up for the graphics not being as good; and 3) show me a game on the PlayStation that is as arcade perfect as the Saturn conversion of *Virtua Cop*. Also, a billion games before 1997? Just a tad unrealistic methinks.
Anyway, that's got a lot off my chest.
*Martin Williams, Poole, Dorset*




Dear CVG,
With CVG giving *SM64* the thumbs up, and appraising the game, and the N64 to no end, it's easy for us all to fall over ourselves in the hype and furore surrounding the big 64-bit console.
However what I feel many journalists can't appreciate is how sceptical the public are of the N64. Many gamers, having already purchased a PlayStation or Saturn, will not be prepared to sell their system for an N64. By the time it is released officially, maybe Spring 1997, Sony and Sega, in an effort to thwart Nintendo's plans, will have cut their system's prices once again. Games will be cheaper, and there will be a huge database of games for both consoles. How on Earth can a system that retails for £260, with games at £60-65, possibly compete? Many people, given a choice between 32-bit systems and the Nintendo would undoubtedly plump for the latter. But we are constricted by budgets. And to ourselves the consumers the Saturn or PlayStation is definitely the 'rosier option', and with titles like *NiGHTS*, *Tekken 2*, *F1*, *Duke Nukem*, etc, I think the N64 will be shunned by the public – too expensive, too little, too late.
*Timothy Andrews, Brentwood, Essex*




Dear CVG,
Is the Saturn the best system in the World? Oh yes! Everyone knows that Sega makes the best arcade games, whether they admit it or not, and the fact that the most popular of these have been or will be converted to the Saturn almost perfectly should prove this alone. I admit that Namco have converted some brilliant arcade games to the PlayStation, which is probably the reason most people bought the system. However there is a rumour which might cause a lot of PlayStation owners to regret that they purchased the system, when they hear that Namco might start making games for Saturn and N64. The Saturn may not have as many games being released for it recently compared to the PlayStation, but this is not as important as the majority of the PlayStation games to be released recently are crap. When you think of the best games for Saturn they are mainly the ones which will only be released for this system, eg *VF2*, *VC*, *Sega Rally*, *Guardian Heroes* etc. Ok, so some people might own a few of the Psygnosis games, but the fact that we can buy these games for our system, and may be able to get their future games as well should worry PlayStation owners no end.
Also there is another worrying thing for Sony, which is the difficulty that Capcom are obviously having with producing 2D games for the system (even though they deny it). For instance, where is *X-Men: Children of the Atom*? Some people against Sega ask, "where is Saturn's *Resident Evil*?" Capcom believe it is difficult to produce 3D games on the Saturn, even though Sega have been producing some excellent 3D games on the Saturn. So obviously what Capcom really mean is that they find it difficult to make 3D games for the Saturn. Sega's future certainly is looking very bright, with the Net connections and modem soon to be released., the 8 megabit RAM card will be used to produce future games (eg *VF3*) and third party companies are now giving the system more support. So all I can say to the newcomers Sony is, 'To be this good takes ages' – stick to televisions and stereos. And all I can say to Nintendo is let the true battle begin!
*Stephen Driscoll, Marlow, Buckinghamshire*




Dear Freeplay,
When I bought a Super NES nearly five years ago, I knew – I knew that this machine would set the pace in graphics and gameplay, that it would be the one machine that everyone would want. I knew that it would constantly surprise while others looked tired. I knew that this grey box would reward many years of loyal ownership with games that others only dreamed of...
Buying a new console proved a tricky business, particularly when I'd grown so attached to the Super NES. So I decided not to sell it and in the meantime look long and hard at what was happening in the 32/64-bit world. Sony were doing all the shouting, with a high profile ad campaign and a definite aim towards the older user. But after a long play on the PlayStation I was unconvinced that this was the step forward they were claiming. This wasn't going to look as good a year on. Magazines were full of people griping about endless poor software. And the situation (bar *Resident Evil*) hasn't changed. My Super NES was classier than this.
But what about the Nintendo saviour, N64? I owned a Super NES after all, so surely this would have been the logical progression. But Nintendo's attitude to the UK stinks. I refuse to pay import prices (well I would if I could afford them) so I would be doomed to suffer frustrating delays, very expensive software, and worse still, not even seeing a release for great games. During the SNES' lifespan, many great games weren't even seen over here. I saw it as a sad loss that I never got to play any of the *Final Fantasy* series or *Goemon*, among many. This will happen again with N64. Maybe Nintendo don't care about us playing great games, unless they're Nintendo's own. Until the price is right, third party competition is allowed, and we see a little commitment here, Mario or not I will remain sceptical.
It was Sega who finally convinced me that they were serious. Seen by many as the underdog, but viewed by those 'in the know' as the machine with by far the most potential, the Saturn has, and will continue to surprise. If you are talking coin-ops, *VF2* and *Sega Rally* are by far superior to *Tekken* or *Ridge Racer* or *Killer Instinct*. Sega's AM teams lead where others follow, simple as that. If you're looking for original third party support look no further than *Exhumed*, *Tomb Raider*, and *Guardian Heroes* plus many others on the way from world class developers, exclusively on Saturn. Sega have a commitment to us here also. Release periods between Japan, USA, and UK are getting shorter, and we see ALL new releases. Sony and Nintendo just cannot compete on these terms. I won't say that *NiGHTS* is better than *Mario 64* (I haven't played either yet) but what *NiGHTS* does show is further commitment from Sega to the Saturn, and to leaving the Saturn owner feeling positive towards the gaming experience, and looking forward to more. I knew the SNES would be the best of its kind, and when I bought a Saturn a few months ago, I knew.
*Mark Storey, Norwood, Sheffield*
PS: I'd just like to add, on behalf of Saturn AND PlayStation owners, a big raspberry to Capcom – surely the laziest of all 3rd parties. Saturn not suited to *Res Evil*? PlayStation can't handle 2D coin-ops? Capcom, if you can't be bothered to exploit hardware fully, then give the license to your games to someone who can.

# FREEPLAY HIGH SCORES

Finally, after months of encouragement, you've actually sent us enough scores for us to make them into a proper section. But we still want more! If you reckon you're good at a game and you want someone to challenge you, send in your best score and see if anyone is even better! If you see a score here you can beat, let us know! Of course, we'd prefer it if they are for new games, as we don't want to waste loads of space with scores for *Budokan* or *UN Squadron* or something.

## TRACK AND FIELD SPECIAL!

Since we started the *Track and Field* score challenge, we've had loads of amazing scores sent in so we're printing the top three world records for each of the events. Congratulations to everyone here – now the whole world knows how good you are at *Track and Field*!

### OVERALL SCORE

1 **19366 points** Antonio Daley, Wolverhampton
2 **18813 points** Mark Harris, Herts
3 **18519 points** Alan Skene, Aberdeen

### 100M SPRINT

1 **6.92 seconds** **Alan Skene, Aberdeen**
2 6.96 seconds Mark Harris, Herts
3 7.03 seconds Antonio Daley, Wolverhampton

### LONG JUMP

1 **11.65 metres** **Alan Skene, Aberdeen**
2 11.54 metres Mark Harris, Herts
3 11.35 metres Danny Vaughan, Liverpool

### SHOT PUT

1 **28.72 metres** **Robert Price, Maidstone**
2 28.60 metres Stefan Rexeus, Helsingborg, Sweden
3 28.56 metres Paul Powell, Pontypridd

### 100M FREESTYLE

1 **37.12 seconds** **Mark Harris, Herts**
2 37.60 seconds Alan Skene, Aberdeen
3 38.80 seconds Antonio Daley, Wolverhampton

### 110M HURDLES

1 **8.43 seconds** **Mark Harris, Herts**
2 8.45 seconds Antonio Daley, Wolverhampton
3 8.57 seconds Eric Barwell, Doncaster

### HIGH JUMP

1 **2.80 metres** **Alan Skene, Aberdeen**
2 2.80 metres Mark Harris, Herts
3 2.80 metres Rubiconi Matteo, Parma, Italy

### HAMMER

1 **110.38 metres** **Antonio Daley, Wolverhampton**
2 110.19 metres Mark Harris, Herts
3 109.72 metres Paul Powell, Pontypridd

### TRIPLE JUMP

1 **21.21 metres** **Robert Price, Maidstone**
2 21.20 metres Alan Skene, Aberdeen
3 21.04 metres Antonio Daley, Wolverhampton

### JAVELIN

1 **112.37 metres** **Antonio Daley, Wolverhampton**
2 112.13 metres Mark Harris, Herts
3 110.32 metres Alan Skene, Aberdeen

### POLE VAULT

1 **8.01 metres** **Mark Harris, Herts**
2 8.00 metres Antonio Daley, Wolverhampton
3 7.43 metres Rubiconi Matteo, Parma, Italy

### DISCUS

1 **92.88 metres** **Adrian Green, Southampton**
2 92.81 metres Stefan Rexeus, Helsingborg, Sweden
3 92.80 metres Eric Barwell, Doncaster

## RIDGE RACER REVOLUTION

These lap and race times are all from **Robert Price from Maidstone.**

**NOVICE**
Best Lap 47.681
Best Race 2.26.924

**NOVICE EXTRA**
Best Lap 49.778
Best Race 2.33.859

**INTERMEDIATE**
Best Lap 1.05.524
Best Race 3.18.868

**INTERMEDIATE EXTRA**
Best Lap 1.08.821
Best Race 3.35.354

**EXPERT**
Best Lap 1.12.801
Best Race 3.45.684

**EXPERT EXTRA**
Best Lap 1.13.098
Best Race 3.46.527

## TEKKEN 2

TIME ATTACK
1.42.00 **Paul Powell (POW), Pontypridd**

## STREET FIGHTER ZERO

BEST SCORE
1, 765,000 (Level 5, playing as Sodom, beating Dan and Gouki)
**Jaime Smith (J__), CVG**

## NAMCO MUSEUM VOL. 2 CUTIE Q

218,000 **Radion Automatic (RAD), Sega Saturn Magazine**

## NiGHTS

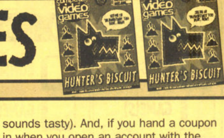
114 Link (Frozen Bell 1)
**Paul Davies (POL), CVG**
109 Link (Soft Museum 1)
**Tom Guise (TOM), CVG**
210 Link (Soft Museum 1)
**Ed Lomas (EDD), CVG**
121 Link (Splash Garden 1)
**Daniel Jevons (DAN), Mean Machines Sega**

## MORE! MORE! MORE!

At last, the page is up and running! Now we want even more high scores! Send them in, preferably with your three-digit high score arcade name. Also, keep some proof of some sort with you (screen photo, video, save game) just in case we ask you for proof of your score. Send them to this address:

**HIGH SCORES,**
**CVG,**
**PRIORY COURT,**
**30-32 FARRINGDON LANE,**
**LONDON,**
**EC1R 3AU.**

# FREEPLAY FANZINES

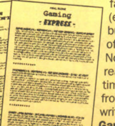






## FINAL SCORE

Considering fanzines are supposed to be a forum for people's obsessions, the writers of **Final Score** are obviously crazy about everything, cos everything is what this fanzine is all about. All-format games, films, videos, football, even the local NatWest (in Barkingside we believe) feature in issue 8 (the sizzling summer edition apparently). It's all extremely well written, with games marked out of as many stars as they please. *Track & Field* gets eight, *NiGHTS* gets ten and *Mario 64* gets eleven. There's also an Entertainment News section with reports that Bon Jovi *aren't* splitting up, Neighbours *isn't* being axed and Alien Ressurection is set for a summer '97 release. Most impressive, the fanzine also features adverts from local companies, which even look like they're paid for (Renzo's Pizza & Pasta Restaurant sounds tasty). And, if you hand a coupon in when you open an account with the NatWest, you get a free Sony Walkman! We're not too sure about what this fanzine is a fanzine of (entertainment we assume, but there's plenty of forms of entertainment missing). Nonetheless, if you want to read a copy, now's the right time – issue 8 was reduced from £2.05 to 25p – just write to **19 Sandringham Gardens, Barkingside, Ilford, Essex, IG6 1NT.**



# WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, ECIR 3AU

OR DRAW!

**We hope you enjoyed FreePlay this month and didn't get too much ink on your fingers. As we say each month, don't forget that FreePlay is YOUR magazine, and YOU get to decide what goes in it. If you've got a contribution for one of the sections, or an idea for a new one, write to the address at the top of the page now!**

SEND US YOUR GOODIES

## HIGH SCORES

At last, the high scores are coming in thick and fast, but only for *Track and Field*! We know you're good at other games, so tell the world exactly how good. If you think you're brilliant at any game, send your scores in, and keep some proof just in case it's so good we don't believe you!

## MOST WANTED

When you send anything at all to us, either for the main magazine or FreePlay, include a list of the three game or machines you want the most. Anything you're really looking forward to, or you wish would be made, counts. If possible, write them on the back of your envelope.

## ART

Hunter's kennel is so full of your drawings that he now has to sleep under Jaime's desk! Keep sending them in and we can force Hunter out of the office! Just make sure you put your name and address on the back of your pictures, or we'll lose it.

## TIPS

Tips, guides, lists, pokes, codes, moves, combos, secrets, cheats, hints, maps, and anything else to do with tips is welcome here. Poor old Ed Lomas is rubbish at finding them now, and he needs help.

## CLASSIFIEDS

If you're bored of *Super Mario 64* already, and you don't want another piece of gaming junk cluttering up your room, place a free advert here to get rid of your Nintendo 64, leaving you money to buy an Atari Jaguar.

## CARTOONS

Single pictures can be pretty funny, but a sequence of pictures telling a story can be much funnier. These are called "cartoons". If you've got a good idea for a story with some relation to games, draw it up and we'll print it in FreePlay.

## FANZINES

Finally, we're getting a good selection of fanzines sent in, and they're a really good read. Send us yours and we'll tell everyone where to get it from and how good it is.

## PLEASE TICK ✔
(THE RELEVANT BOX)

| FOR SALE | TO SWAP |
|---|---|
| ☐ CONSOLE(S) | ☐ CONSOLE(S) |
| ☐ GAME(S) | ☐ GAME(S) |
| ☐ OTHER | ☐ OTHER |

NAME ..........

ADDRESS ..........

..........

.......... TEL NO. ..........

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 25 WORDS

..........

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computer and video games

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